PlayStation
NTSC U/C

PlayStation

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CONTENT RATED BY ESRB

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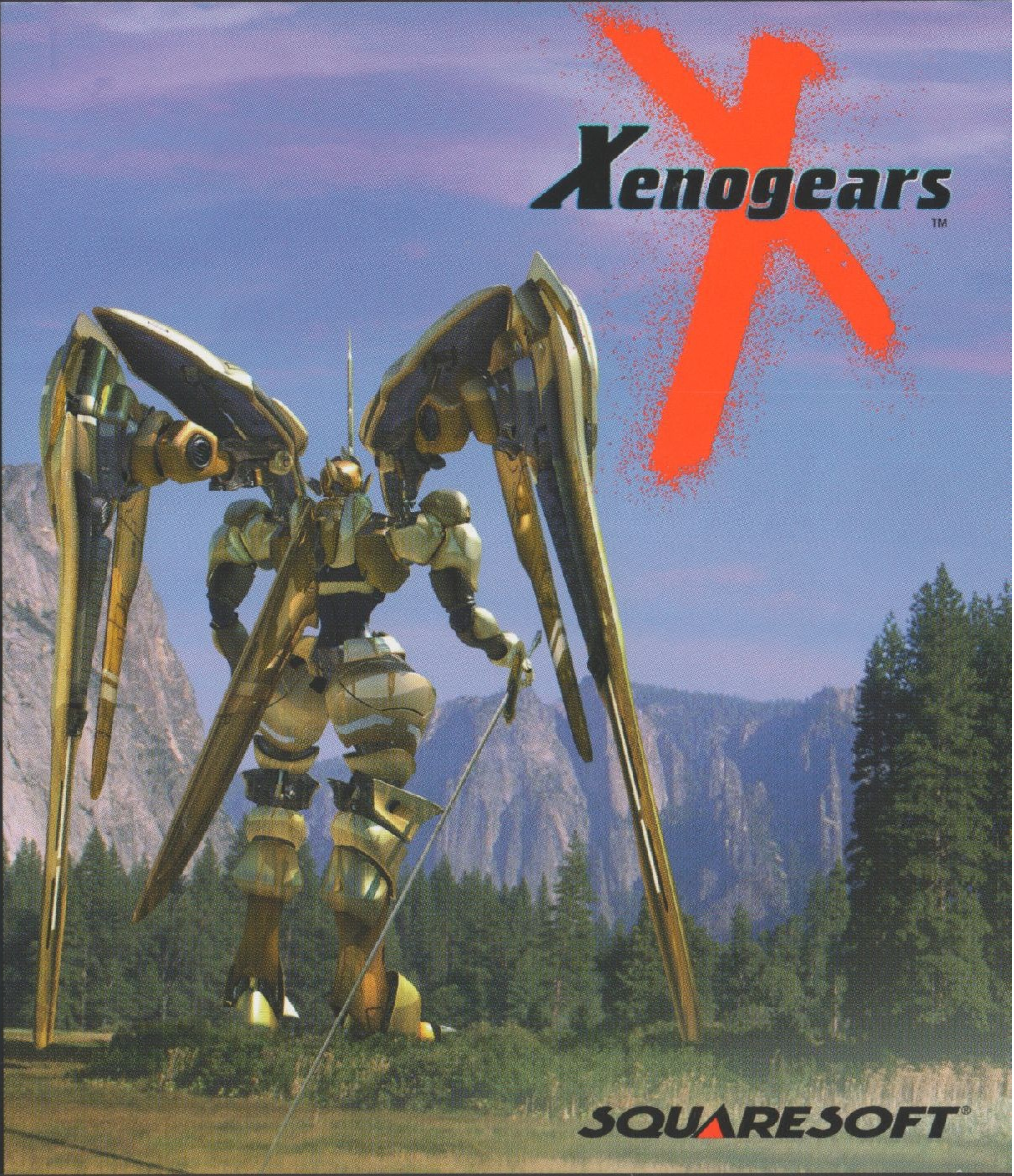

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SQUARE ELECTRONIC ARTS GAME TIPS

Game Tips are available for all Square Soft PlayStation titles:
1-900-407-KLUE (1-900-407-5583) $.95/min. Automated Tips, $1.25/min. Live Assistance.

Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 11:45am and 1pm - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

Square Soft Online

Visit us online at **www.squaresoft.com** to register for upcoming sweepstakes, prizes and more!

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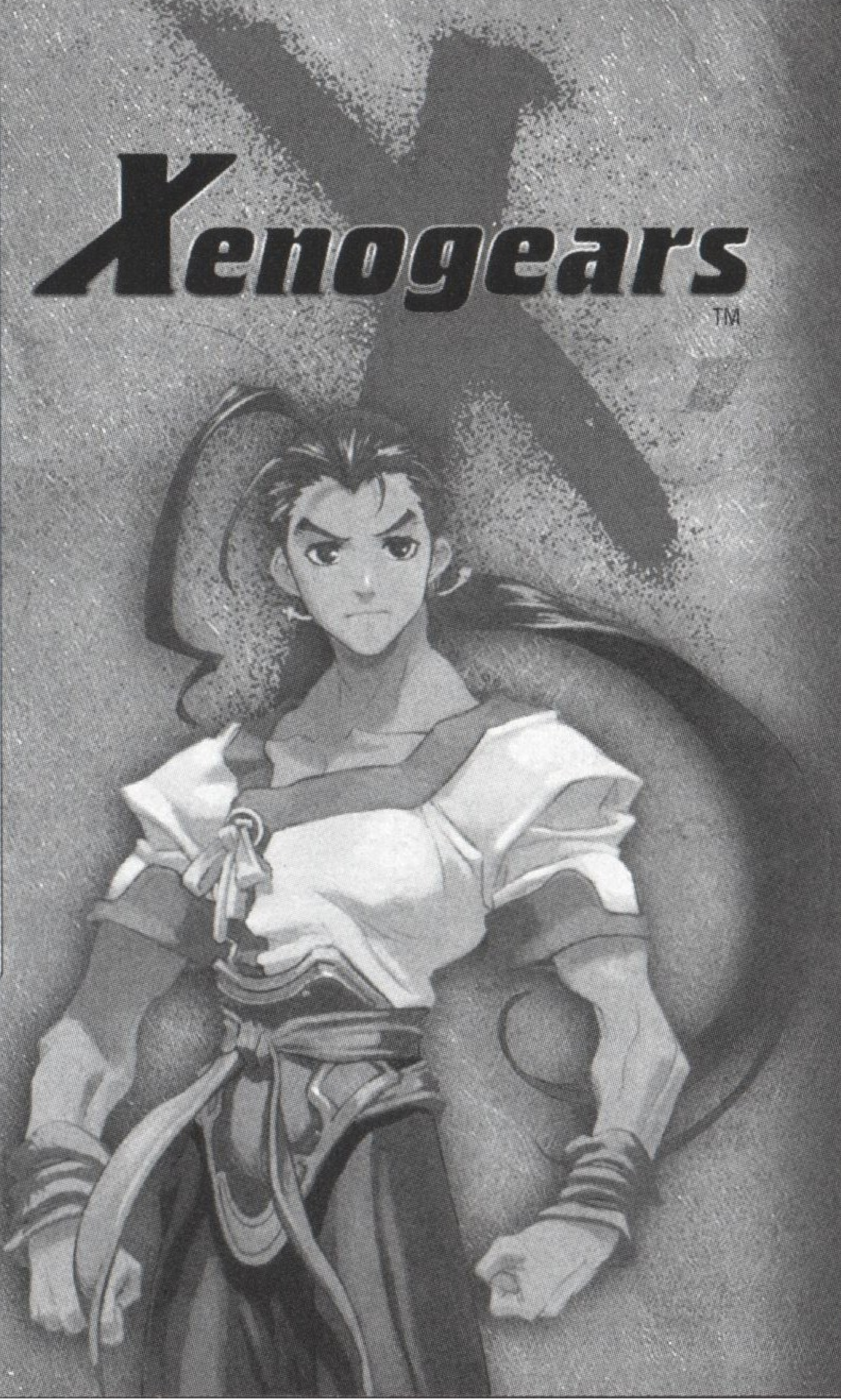
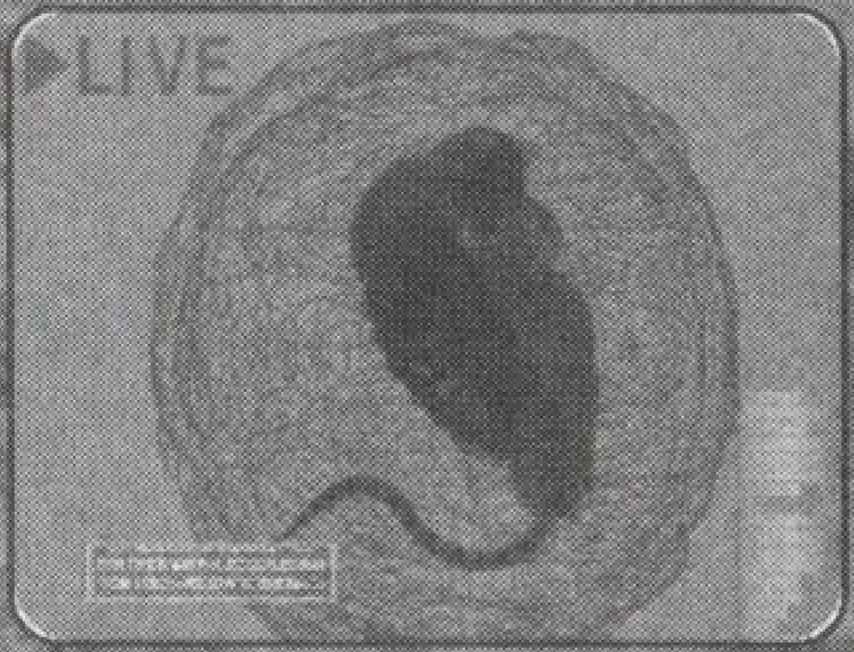


Preface

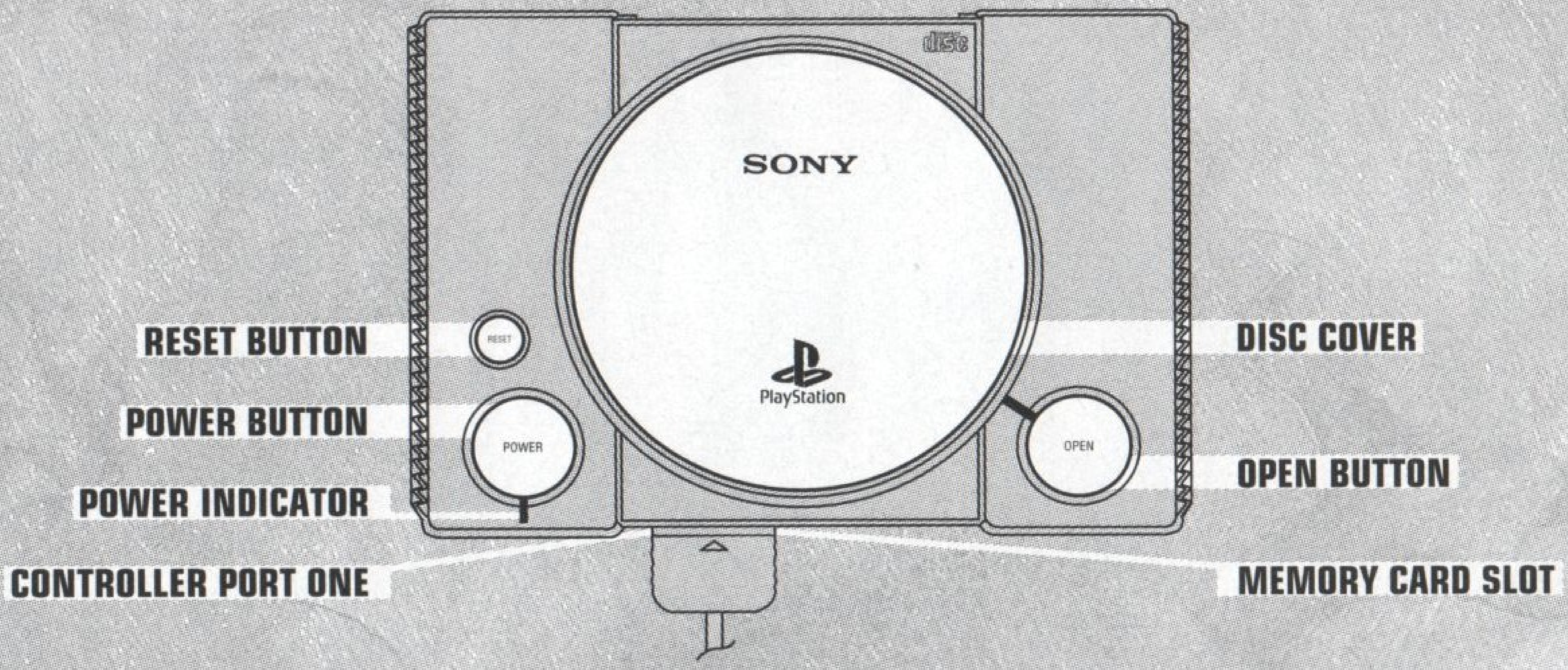


Thousands of years ago.

The *Eldridge*, a gigantic interplanetary emigrant spacecraft, suffered a sudden shipwide systems malfunction. On the monitors that warned of the ensuing danger, a mysterious shadow flickered for but an instant. Before the spacecraft's crew could respond, someone or something had taken over their entire ship.

As the passengers and crew attempted to evacuate, the spacecraft's own laser cannons coldly turned and shot them down. The captain had no choice but to activate the ship's self-destruct mechanism. In a flash of light, the spacecraft fell to a nearby planet.

Born from the fallen wreckage, 'she' slowly arose, her long hair blowing in the wind as her eyes reflected the dawn's breaking light. Reflecting the start of the day that 'god' and 'humankind' fell to earth.



TO START A NEW GAME

Set up your PlayStation game console according to the instructions in its Instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert **Xenogears**™ **DISC 1** into your Playstation game console and close the Disc cover. Make sure a Controller is inserted into Controller port 1 and turn ON the PlayStation game console. After the opening movie is completed, the Title Screen will be displayed. (You can press the ⊗ button to skip the opening movie and display the Title Screen.) Select **<New Game>** using the Directional buttons and press the ⊗ button to start.

MEMORY CARD

A Memory card (sold separately) is required to save your progression in this game. Insert a Memory card into the PlayStation game console BEFORE starting play. Data can be saved or loaded from either Memory card slot. Do not remove a Memory card while saving or loading games; doing so could damage the game data. See pages 10 and 16 for instructions on loading and saving games.

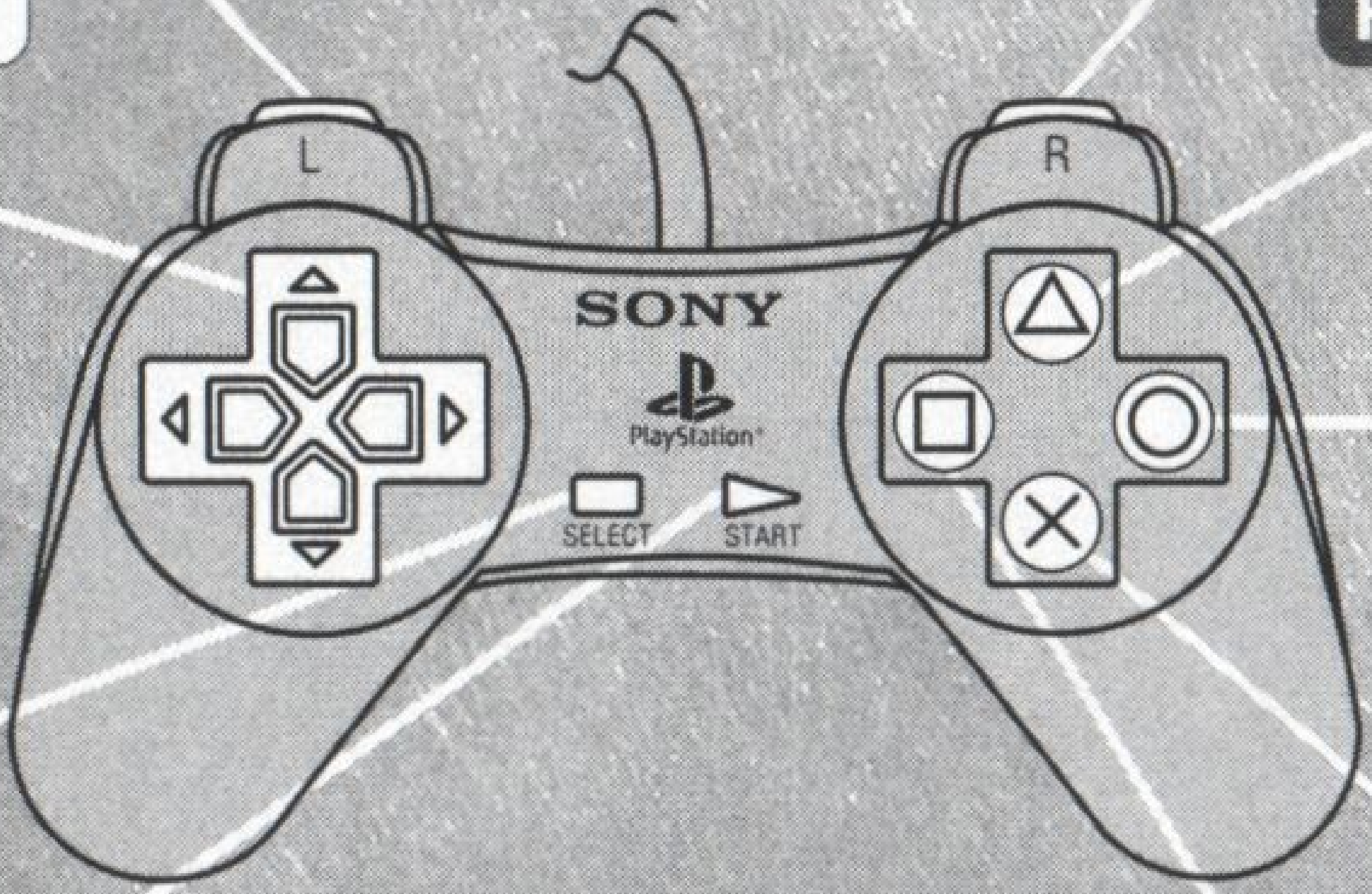
Controls

L2 + R2 BUTTONS
- F Get on/off Gears (all)

L1 BUTTON
- M Choose character
- F Rotate view left

R1 BUTTON
- M Choose character
- F Rotate view right

DIRECTIONAL BUTTONS
- M Move cursor
- F Move character(s)
- B Move cursor



△ BUTTON
- F Jump
- B Weak attack

○ BUTTON
- M Cancel
- F Run, Cancel
- B End battle turn

SELECT BUTTON
- F Toggle World Map

✕ BUTTON
- M Confirm
- F Talk, Search
- B Fierce Attack

START BUTTON
- F Pause/continue
- B Pause/continue

□ BUTTON
- F Menu Screen
- B Strong attack

M enu
F ield
B attle

Xenogears has different control functions depending on the screen you are on. These are divided into **Menu Screen**, **Field Screen** and **Battle Screen** controls. Master the controls for each situation in order to make smooth progress in your adventure.

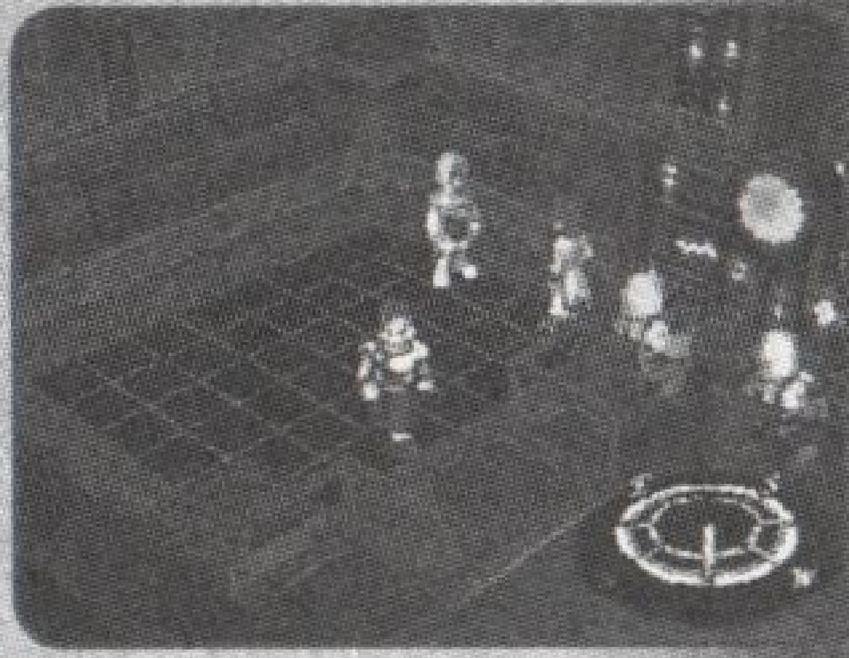
(Note: The game can be reset by simultaneously pressing the START, SELECT, L1, L2, R1, and R2 buttons.)

MENU SCREEN CONTROLS:

Directional buttons	Move cursor to highlight an action/option
✕ button	Confirm/execute highlighted option
○ button	Cancel option and return
R1 button/L1 button	Choose between current party characters

FIELD SCREEN CONTROLS:

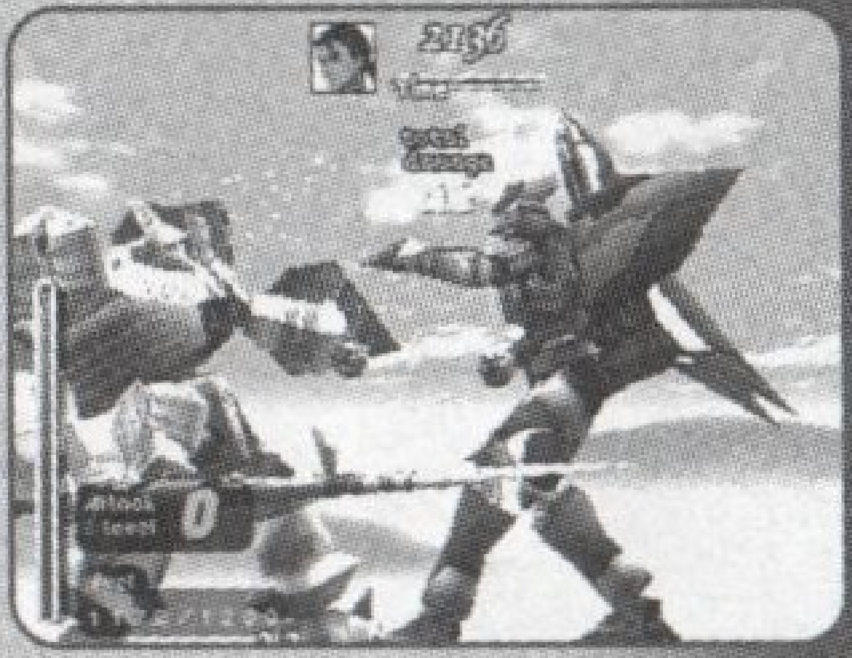
Directional buttons	Move character(s)
✕ button	Talk with people, Search scenery, Execute commands
○ button	Hold down to make character(s) run, Cancel commands
△ button	Jump (Can also do a bigger jump while running with the ○ button held down)
□ button	Display Menu Screen
R1 button	Change viewpoint (Rotates camera right 45 degrees)
L1 button	Change viewpoint (Rotates camera left 45 degrees)
START button	Pause/continue
SELECT button	Turn on/off the mini World Map window



(Note: Hold down the R2 and L2 buttons simultaneously as a shortcut for making all the characters in the party get on/off their Gears at one time.)

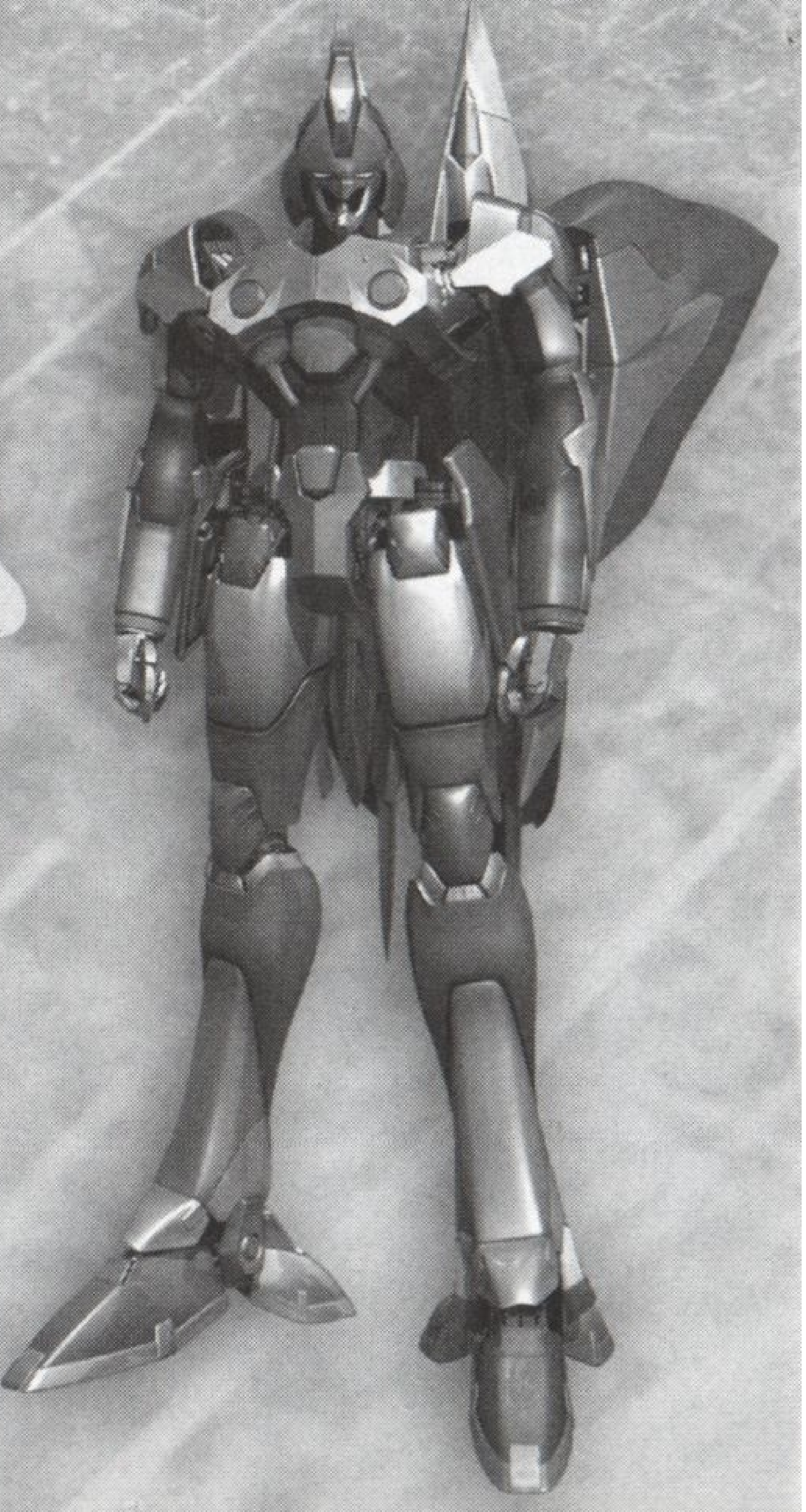
BATTLE SCREEN CONTROLS:

Directional buttons	Move cursor/Highlight Battle Option
✕ button	3-point Fierce Attack/Execute highlighted Battle Option
□ button	2-point Strong Attack/Execute highlighted Battle Option
△ button	1-point Weak Attack/Execute highlighted Battle Option
○ button	End battle turn/Cancel Battle Option
START button	Pause/continue



DATA

Birthplace:	Unknown
Age:	18
Gender:	Male
Height:	5'11"
Weight:	147 lbs.
Specialty:	Martial Arts
Gear:	Weltall

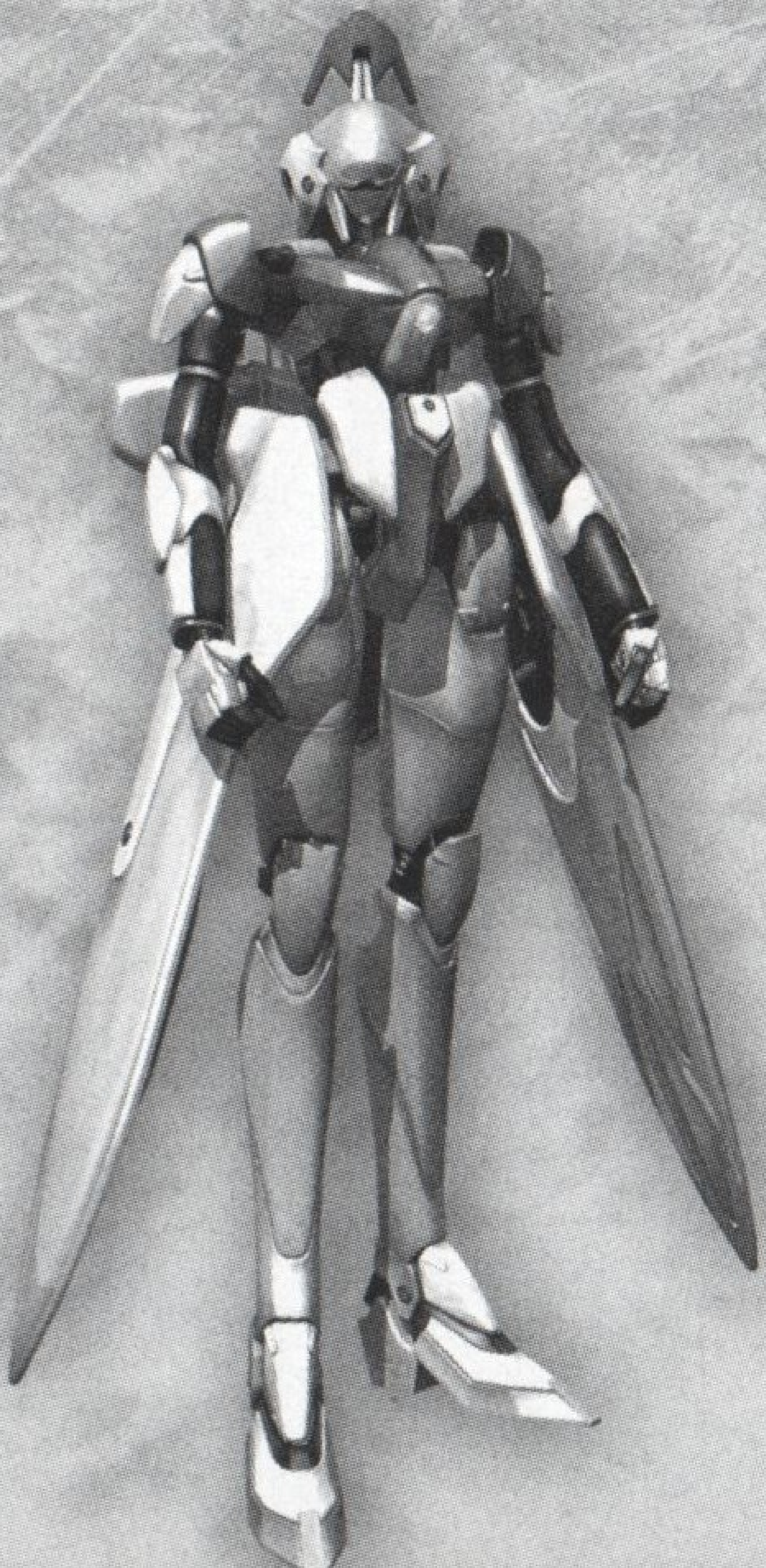


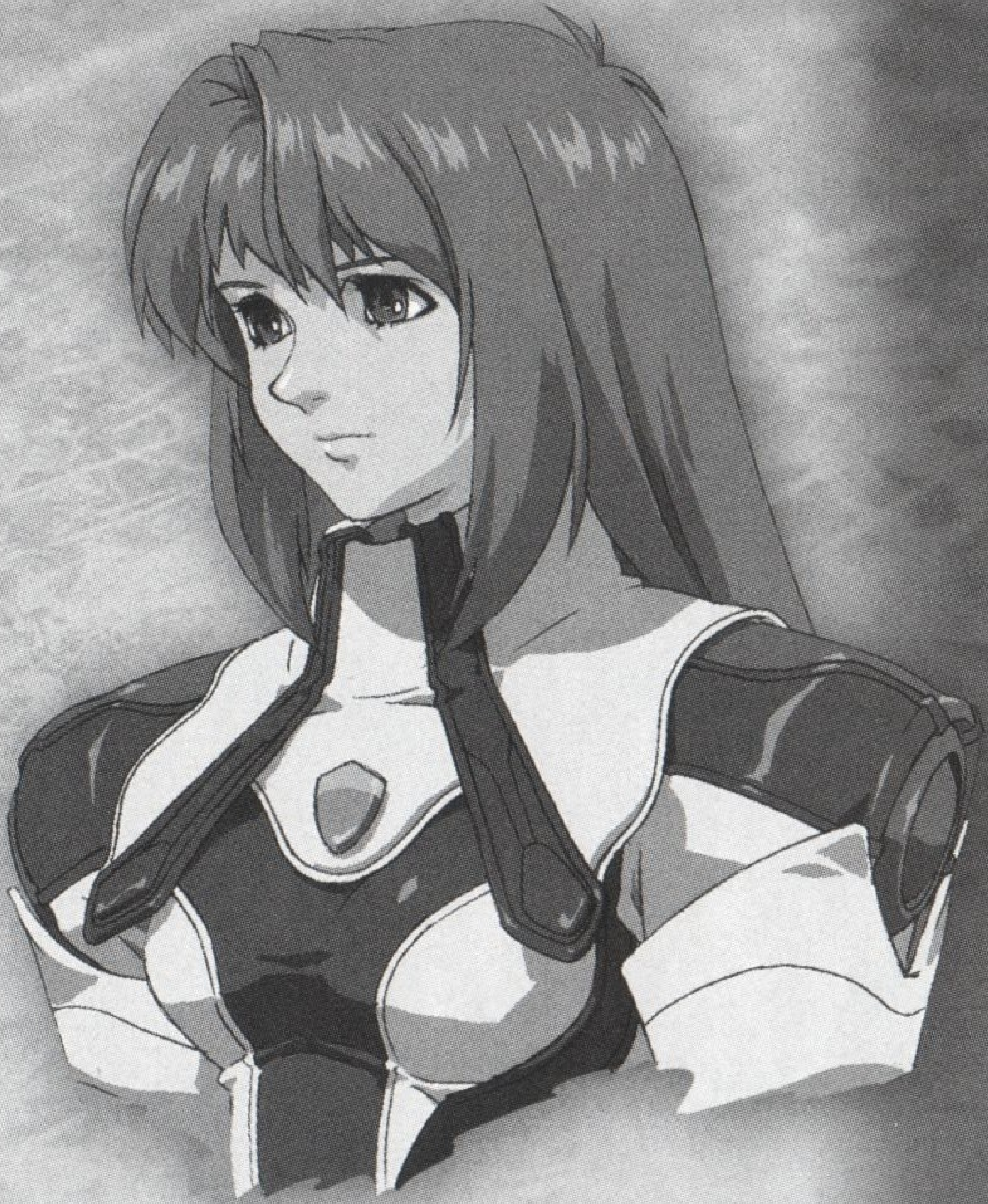
Fei Fong Wong

A young man living in the small village of Lahan. He suffers from a partial memory loss due to an incident prior to his arrival. Fei enjoys teaching martial arts to the children and is adored by all of the villagers. His hobby is painting, an ability he appears to have inherited from a master artist.

DATA

Birthplace:	Solaris
Age:	18
Gender:	Female
Height:	5'6"
Weight:	101 lbs.
Specialty:	Rods
Gear:	**Vierge**





Elhaym Van Houten

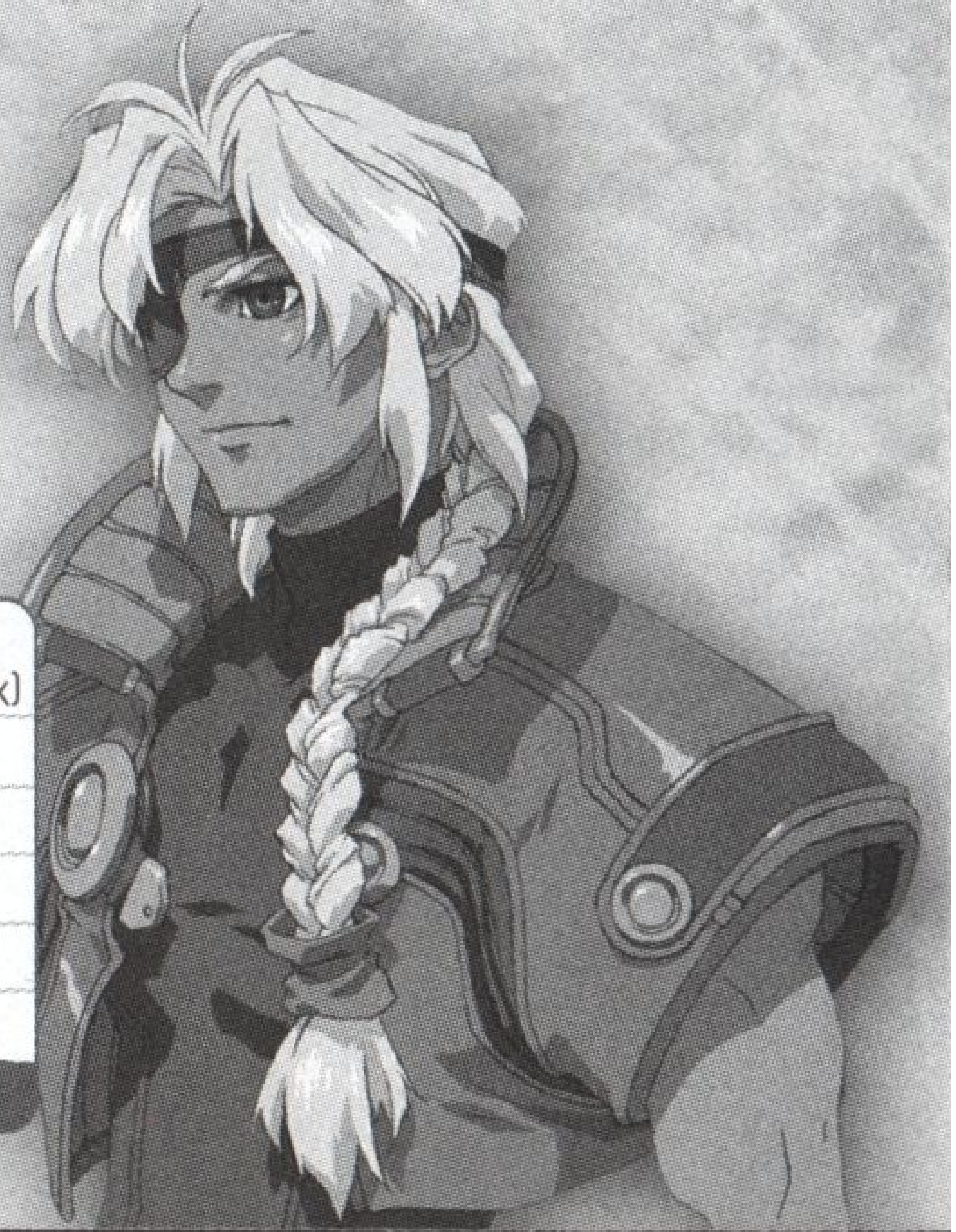
Assigned to a post in Aveh after completing her training as an officer in the Solaris military. As a spy, she steals the latest model Gear from the rival Kislev Army, but is chased down and forced to make an emergency landing in Lahan. Her coincidental encounter with Fei ultimately affects her future.

Citan Uzuki

DATA

Birthplace:	Solaris
Age:	29
Gender:	Male
Height:	6'1"
Weight:	150 lbs.
Specialty:	Martial Arts and swords
Gear:	**Heimdal**

A doctor who runs a medical clinic on the outskirts of Lahan. Originally from the Sacred Empire of Solaris, his identity is shrouded in mystery. Yet, his abundant knowledge and strategic thinking saves Fei from danger on more than one occasion. A gentle healer whose hobby is tinkering with machines.

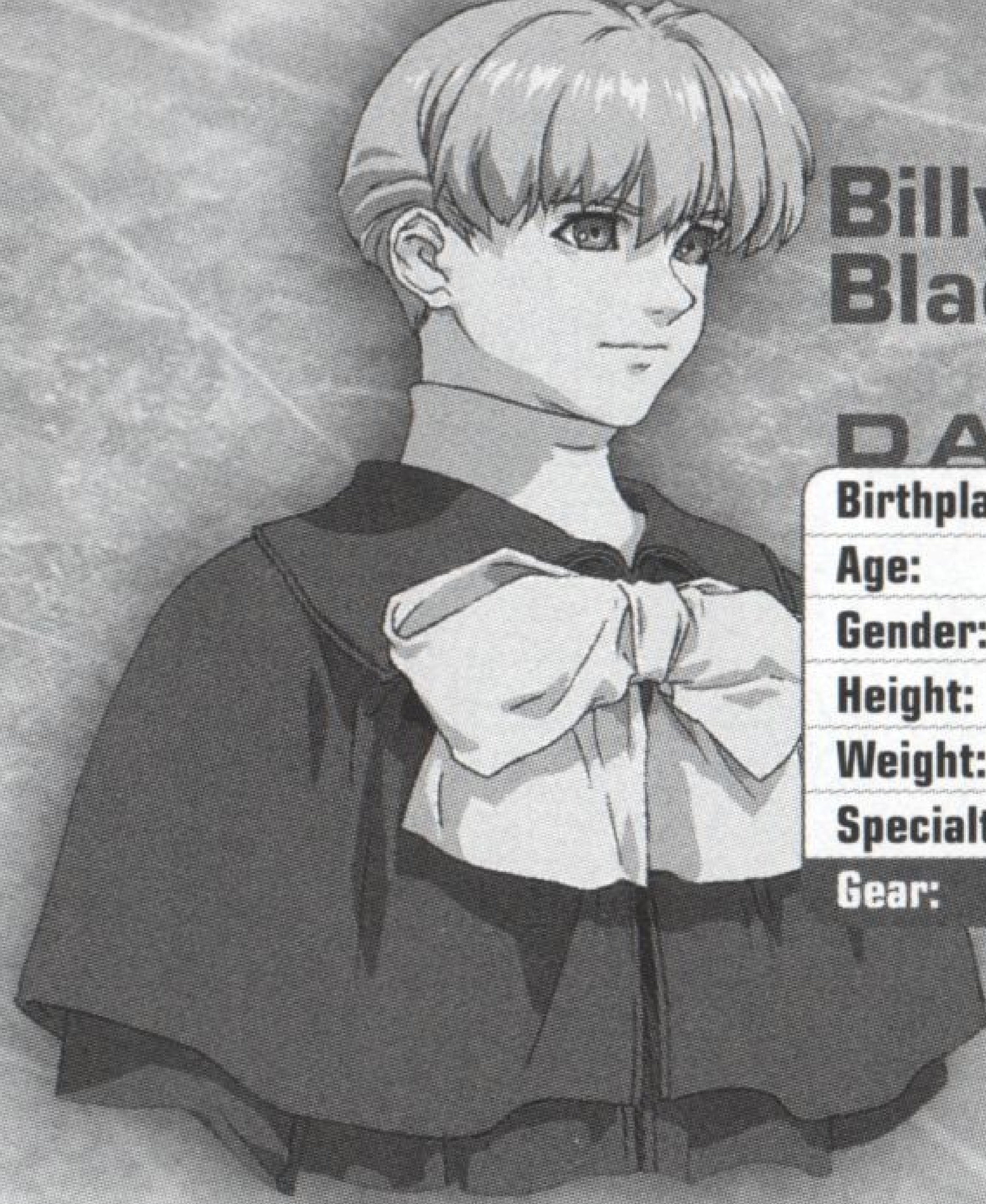


Bartholomew Fatima

Leader of a group of sand pirates who rule the desert in their sand cruiser, the *Yggdrasil*. However, his true identity is the Crown Prince of the Fatima Dynasty of Aveh. Recklessly brave and hot-tempered, Bart's impulsiveness and habit of shooting anything that moves causes much grief for his crew and friends.

DATA

Birthplace:	Aveh (Fatima Castle, Bledavik)
Age:	18
Gender:	Male
Height:	6'1"
Weight:	158 lbs.
Specialty:	Whips
Gear:	**Brigandier**

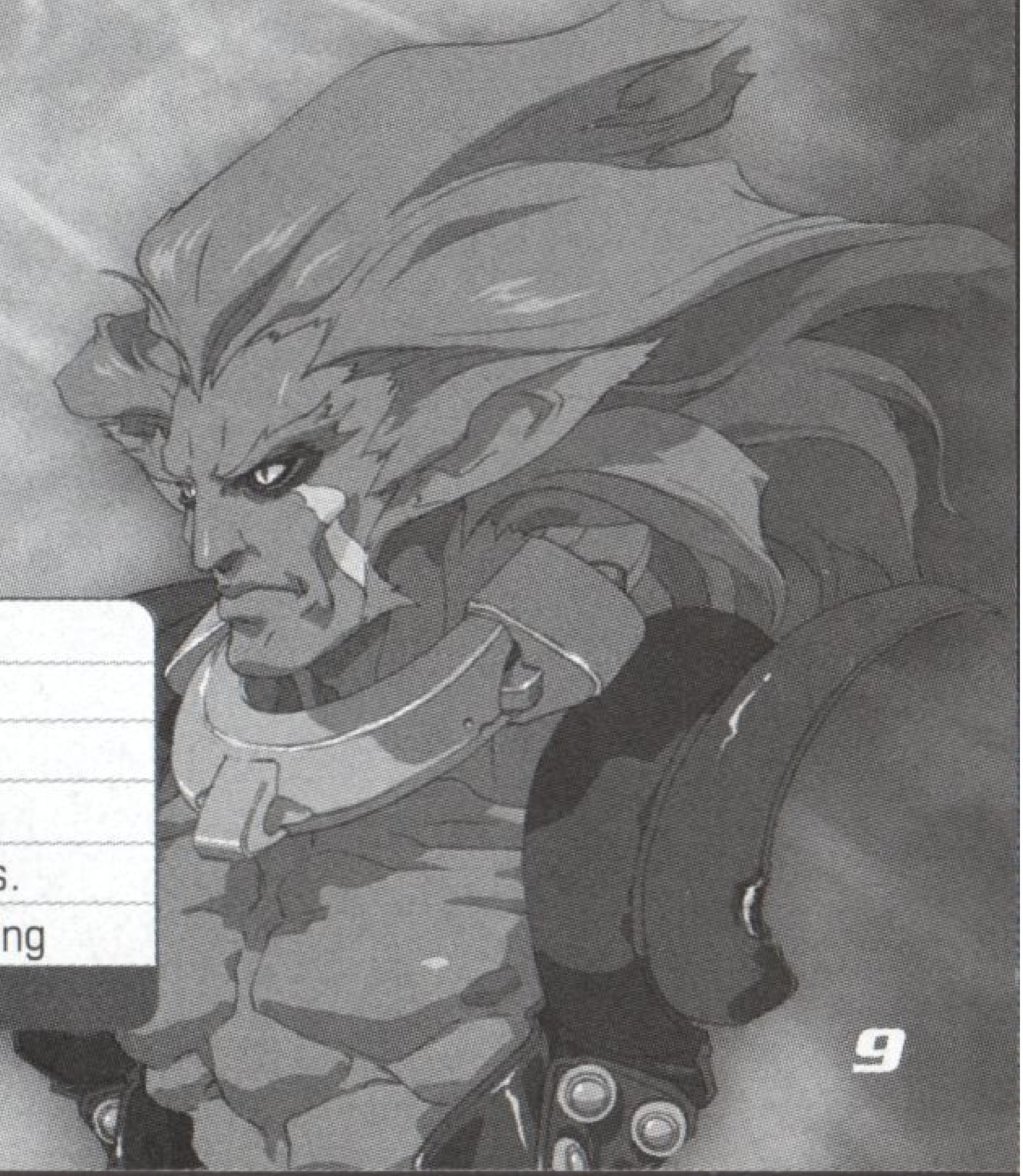


Billy Lee Black

DATA

Birthplace:	Aquavy Islands
Age:	16
Gender:	Male
Height:	5'7"
Weight:	130 lbs.
Specialty:	Guns
Gear:	**Renmazuo**

His father disappeared when he was a young child and his mother died after being attacked by undead Reapers (called 'Wels'). He became an etone (an exorcist/purger of Reapers) at the recommendation of his mentor, Bishop Stone. His younger sister, Primera, lost her voice from the shock of her mother's death and Billy feels that he is to blame. Since then, he has devoted himself completely to raising Primera.



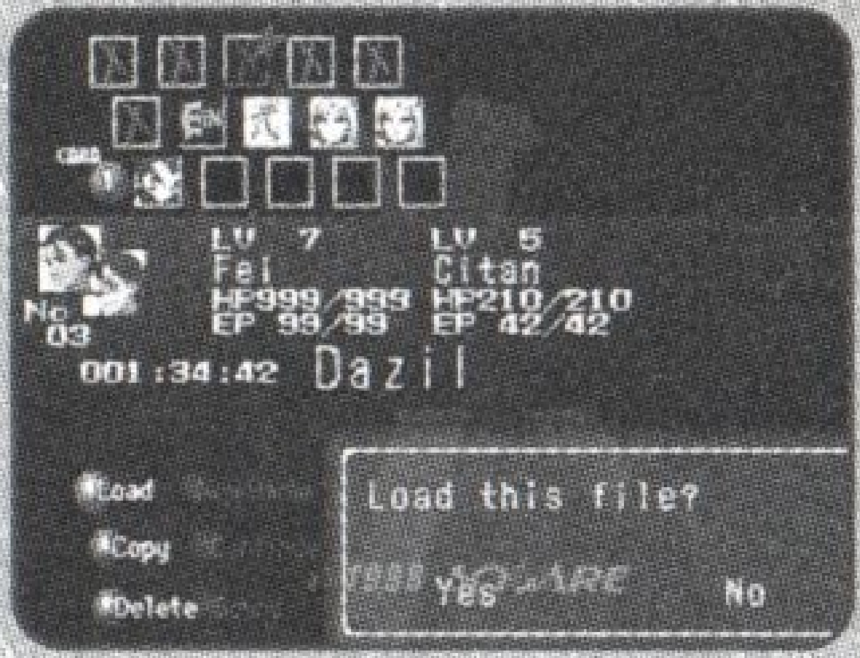
Rico Banderas

A giant demi-human, (half-human/half-beast) who was created through biological experiments. Big and muscular, he is the champion of the Battling Arena in Nortune, the Imperial Capital of Kislev. Although imprisoned in Nortune's D-Block, the Empire's penitentiary facility, his lifestyle is better than that of many nobles.

DATA

Birthplace:	Kislev
Age:	30
Gender:	Male
Height:	7'0"
Weight:	352 lbs.
Specialty:	Wrestling
Gear:	**Stier**

CONTINUING FROM SAVED DATA



Insert the disc from the previous saved game and the Memory card with the saved data and turn ON the PlayStation game console. Choose **<Continue>** on the Title Screen and press the ⊗ button. A File Menu Screen with three options **<Load>**, **<Copy>** and **<Delete>** will appear. Choose **<Load>** and press the ⊗ button. Then, choose the memory block that contains the game you want to resume.

File Menu Options

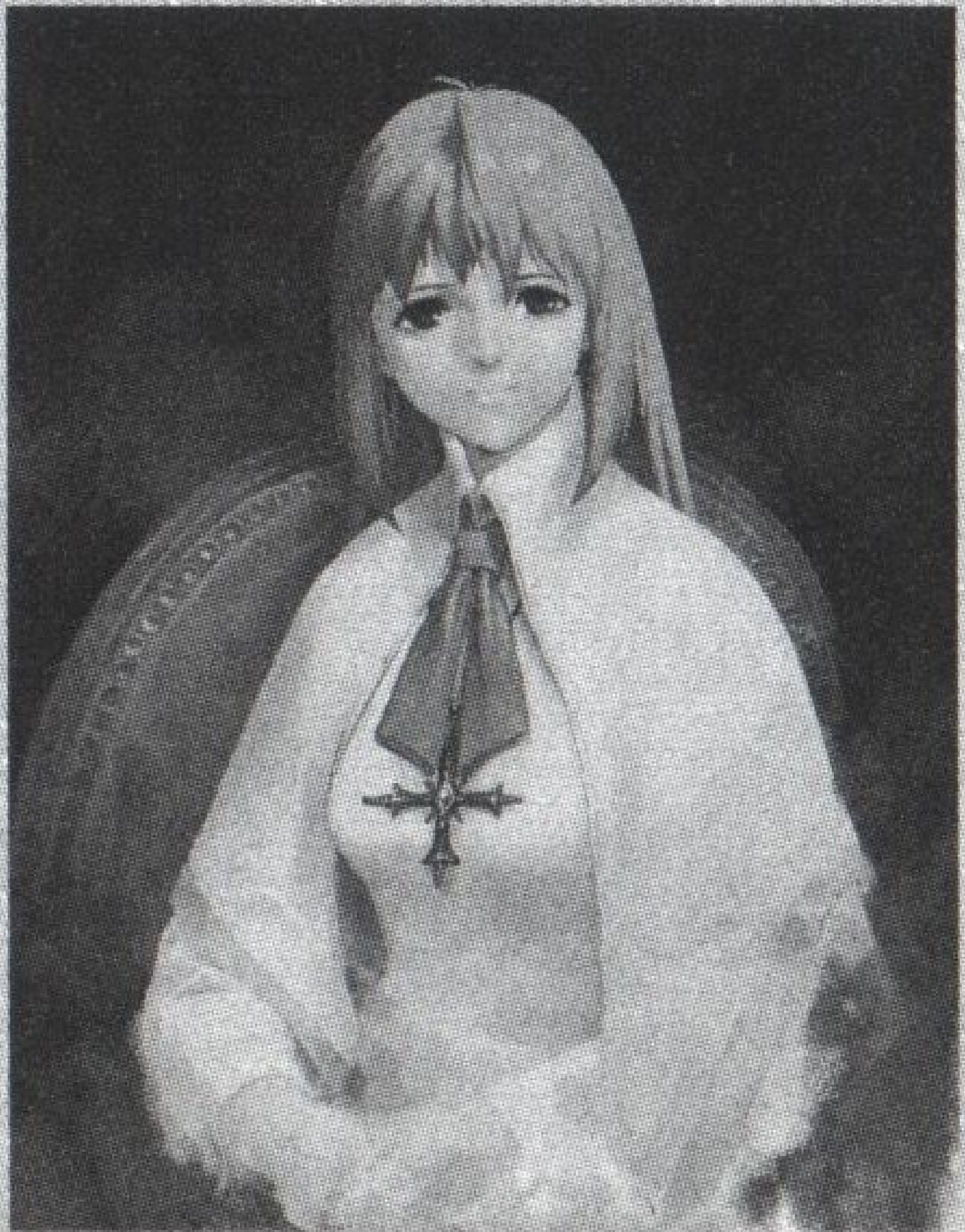
<Load> Loads saved game data. Select the memory block that contains a previously saved Xenogears game file that you want to load and press the ⊗ button. Do not insert or remove a Memory card while loading data.

<Copy> Duplicates data saved in one memory block onto a free memory block of another Memory card. Make sure you have a Memory card that contains a free block of memory inserted into the other Memory card slot before attempting to copy.

<Delete> Deletes unnecessary data from a Memory card. It is recommended that you erase unnecessary data when your Memory card is getting full, so that you can save future progressions in this game.

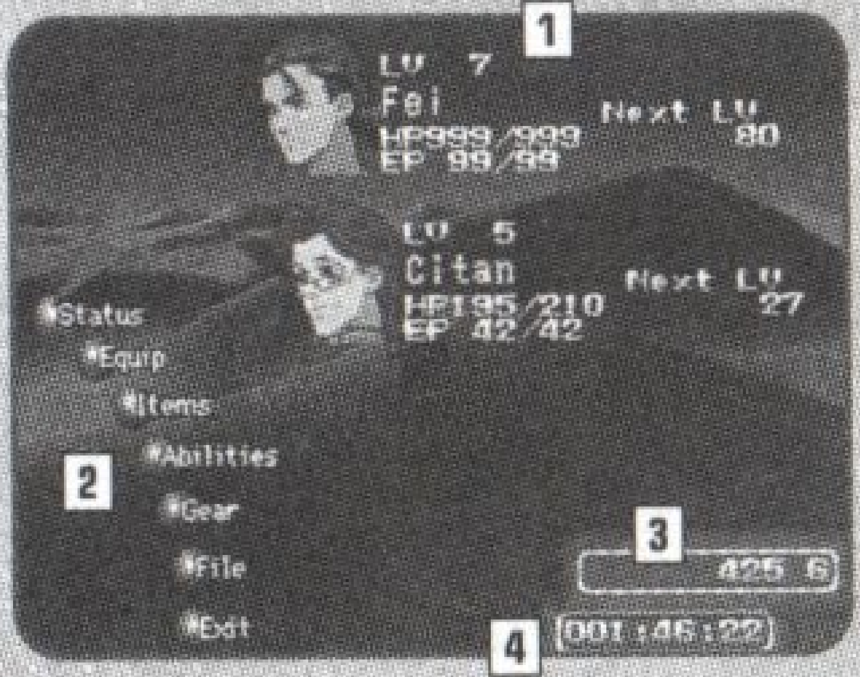
Sound

Choose the **<Sound>** option on the Title Screen menu. A sub-menu will appear where you may select one of three audio settings: Stereo, Mono and Wide.



THE MAIN MENU

Press the ■ button to display the Main Menu. (This can be done at anytime in the game except during battles, movies or midway through conversations). From this menu, you can view information about the characters' current status, including skills and items they are equipped with. Choose the desired option using the Directional buttons and press the ✕ button to confirm your choice.

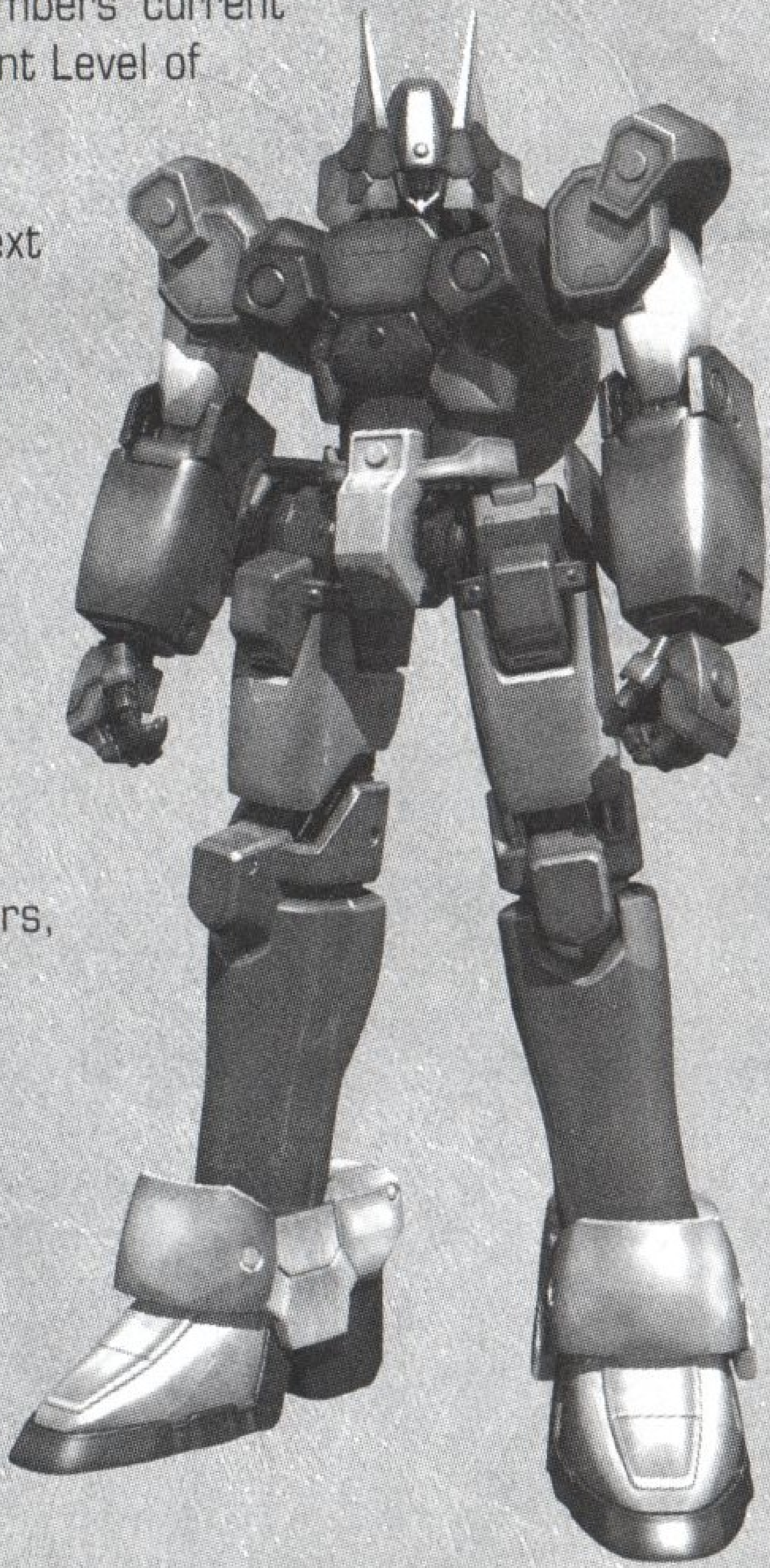


1: Current Party's Status Summary – Party members' current level and conditions. Each character's current Level of Experience, Hit Points and Ether Points are displayed along with the Experience Points needed for each character to reach their next Level of Experience.

2: Main Menu – Contains a number of options such as viewing detailed screens that show the Status, Equipment, Items and Abilities possessed by the party's characters. Details of each menu option will be given on the following pages.

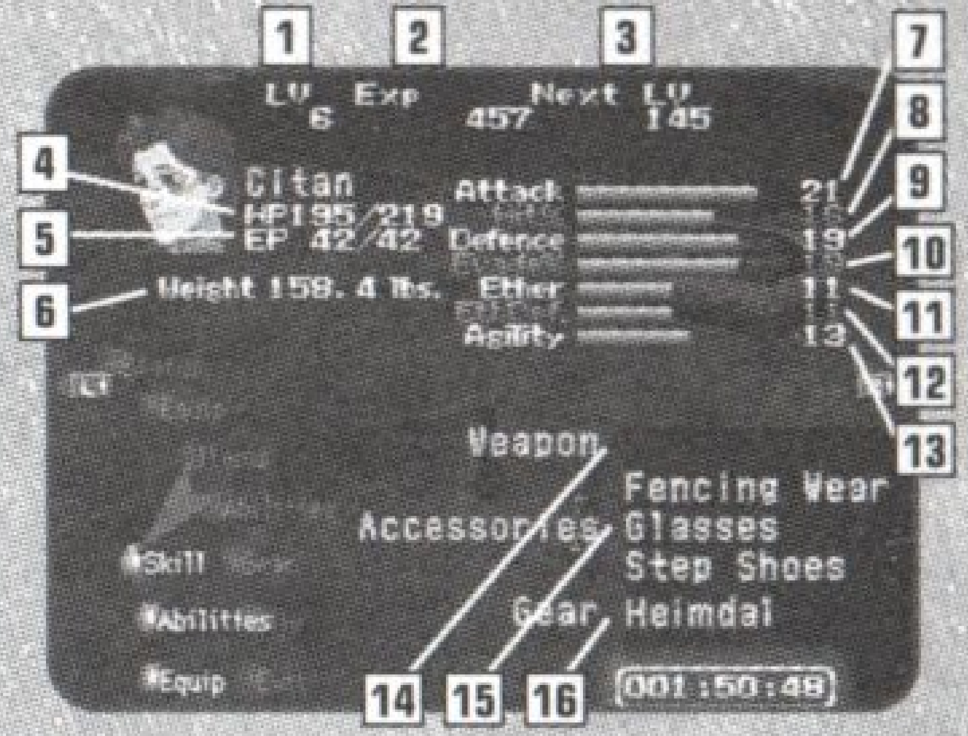
3: G – Current monetary balance. ('G' is the monetary unit of the Xenogears world.)

4: Time – Total time of gameplay shown in hours, minutes and seconds.



STATUS

Displays a more detailed report on the current characters' status. Categories displayed are as follows:



1. LV – Current Level of Experience.

2. Exp – Total Experience Points earned so far.

3. Next LV – Experience Points needed to reach the next Level of Experience.

4. HP – Current Hit Points / Maximum Hit Points. A character will not be able to fight when their current Hit Points fall to 0.

5. EP – Current Ether Points / Maximum Ether Points. Used by the characters when they perform their special Abilities related to Ether or Chi. Ether and Chi Abilities cannot be used when this value falls to 0.

6. Weight – Character's weight.

7. Attack – Character's attack strength utilizing Weapons/bare hands.

8. Hit% (or Accuracy) – Probability of the character's attack hitting its target accurately.

9. Defense – Character's level of resistance against enemy attacks.

10. Evade% – Character's ability to avoid being hit by enemy attacks.

11. Ether – Power of attacks made by performing special Ether and Chi Abilities.

12. EthDef. – Character's ability to defend against enemy Ether ability attacks.

13. Agility – Character's dexterity or speed in making a move (or turn) in battle.

14. Weapon – Weapon currently equipped by the character (if equipped).

15. Accessories – Armor and/or Accessories currently equipped by the character.

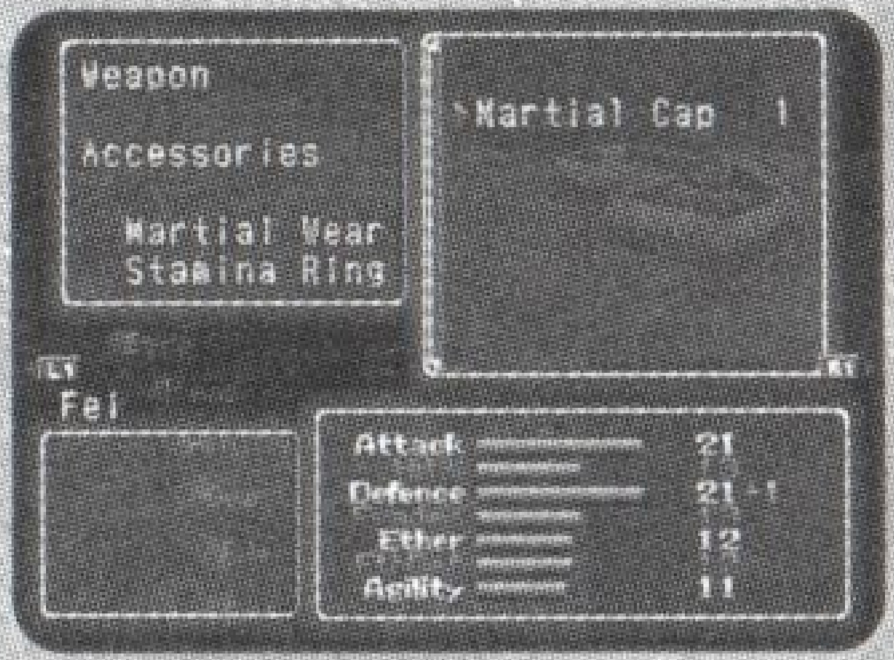
16. Gear – Name of the Gear the character pilots.

Note: As with all menu screens where the L1 and R1 arrow icons are displayed, you can press the L1 or R1 button to change which character's status is displayed. You are also able to go to the Skills Screen (where the character's Deathblow Skills are listed) as well as to the Abilities and Equip option screens directly from this screen rather than returning to the Main Menu.

EQUIP

Choose the **<Equip>** option to go to a screen where you can equip the characters with Weapons, Armor and Accessories. Each character can have one Weapon (if they are able to use a Weapon) and up to three Accessories (including Armor) equipped at one time.

How to Equip Weapons, Armor and Accessories

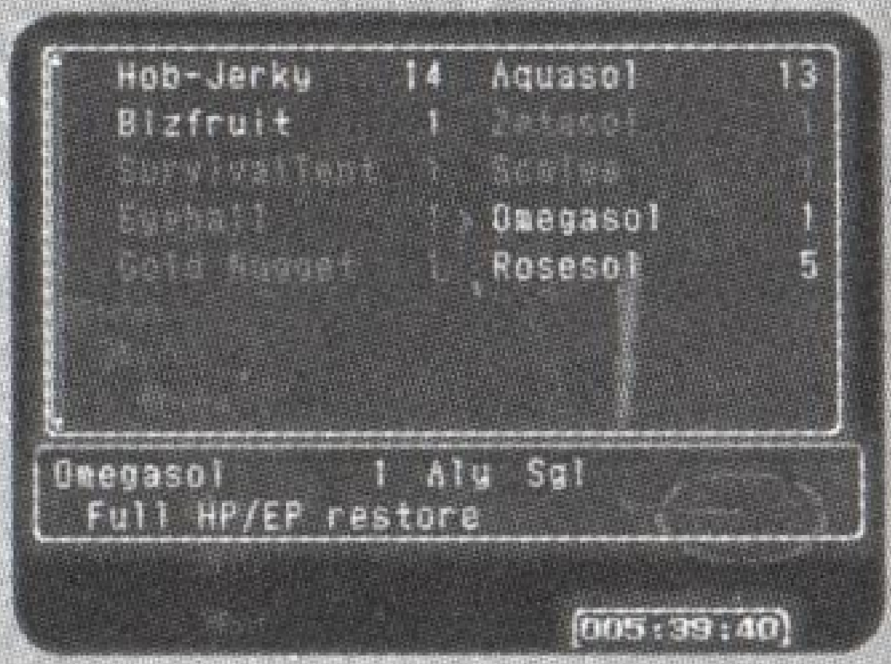


The left window lists the Weapon and Accessories (including Armor) that the character has equipped. The right window contains all equipment the party currently has in stock. You can change what items the character has equipped by first pressing the Up or Down Directional buttons and pressing the ⊗ button to select which Weapon or Accessory to replace in the left window. Then use the Directional buttons and the ⊗ button again to choose which piece of equipment in the party's stock to replace it with. The description of the equipment you choose appears in the lower left window. The effects of equipping Weapons, Armor and Accessories on the character's status are shown in the lower right window. (A blue negative number indicates a decrease, while a red positive number indicates an increase in that respective status attribute.) Note: In the case of Billy, you can press Left or Right on the Directional buttons to move to a sub-screen that allows you to reload ammo in Billy's guns.

ITEMS

Selecting this option will take you to a screen which displays the name, quantity and description of all items the party currently has in stock. Special 'Rare Items' and items that have special uses or meaning during certain events will also be listed along with other ordinary items.

How to use Items



Use the Directional buttons to move the cursor to the item you wish to use and press the ⊗ button twice. The faces of the characters in the current party will then appear. Choose the character you wish to use the item on and press the ⊗ button. Some items cannot be used at certain times. When a particular item cannot be used at the present time, it will be displayed in a darker color than those that can be.

How to Rearrange Items

Use the Directional buttons to move the cursor to the item you wish to move. Press the ⊗ button once to select that item. Another cursor will now be displayed. Select another item position that you want to move to by similarly using the Directional buttons and pressing the ⊗ button. The items in the two places will then be switched.

ABILITIES

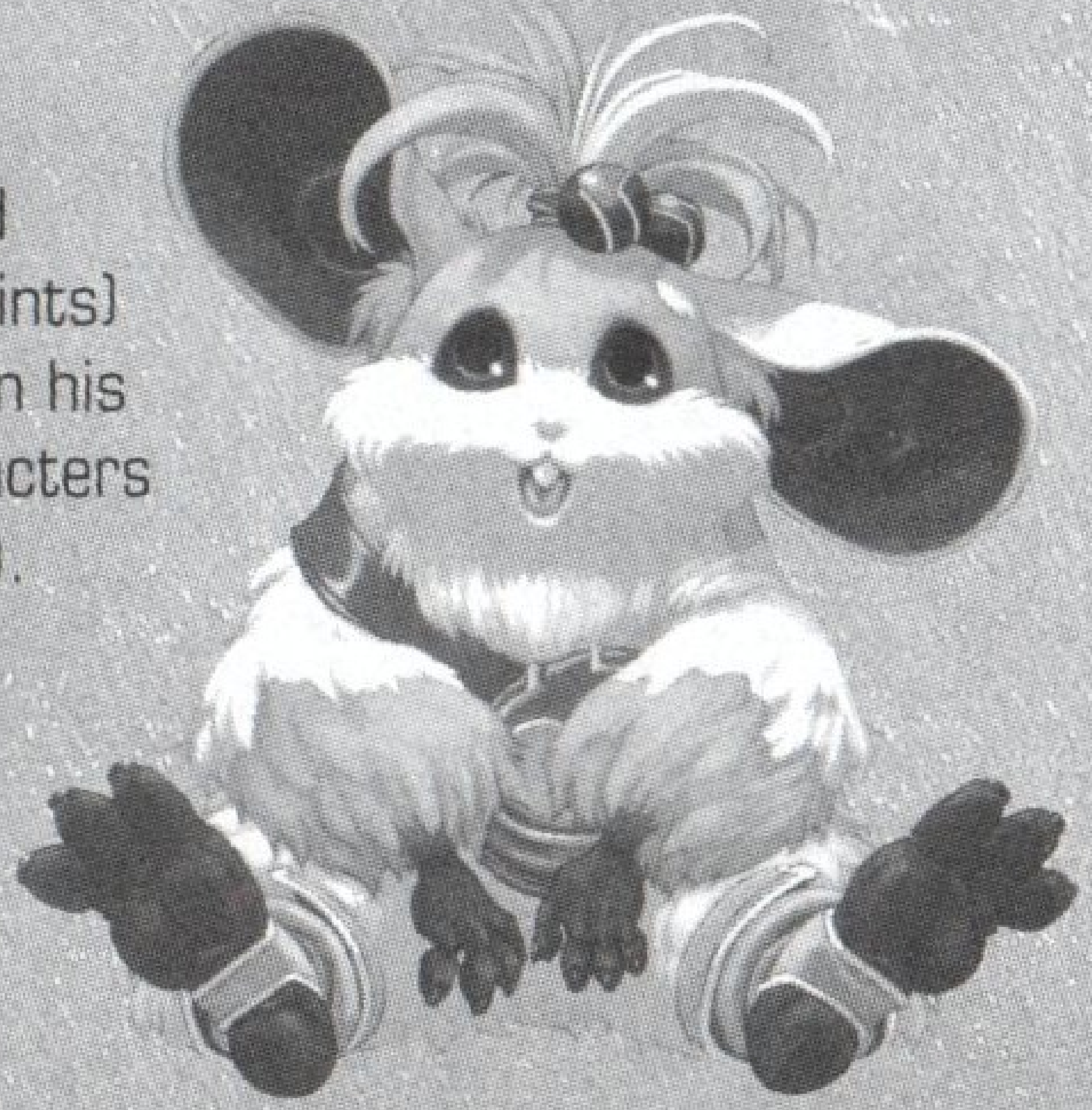
Abilities are mostly for healing and are mainly used to restore the characters' status after a battle is over. (Some can serve as a form of attack during battles, but aren't usable from the Main Menu at other times). The lower window explains the effects of the Ability you have selected. Ability names that appear in a darker color cannot be used at the current time (such as those Abilities that can only be used during battles).

How to use Abilities

Move the cursor with the Directional buttons to the Ability you want to use and press the ⊗ button. Then move the cursor to the party member you wish to use the Ability on and press the ⊗ button.

What are Abilities?

Abilities are special 'magic-like' powers that each character has. Each character has a different form and variety of Abilities, but these all consume EP (Ether Points) upon use. Fei uses '**Chi**' (the 'life-force' or 'energy' within his body), Citan uses '**Arcane**' magic, while the other characters use '**Ether**' (a mysterious power of yet unknown origins).



GEAR

Selecting the **<Gear>** option from the Main Menu takes you to a screen that informs you of the present status and Abilities of the characters' Gears. The categories displayed are as follows:

1. HP – Gear's current durability (or Hit Points).

2. FL – Amount of Fuel units remaining in the Gear.

3. Weight – Gear's weight.

4. Attack – Gear's current attack force.

5. Defense – Gear's level of resistance against harm caused when hit by enemy attacks.

6. EthDef. – Gear's level of resistance against harm caused by enemies' Ether Ability attacks.

7. Response – Value to be added to the character's HIT% (or Accuracy) to determine the accuracy of the Gear's attack. The higher this value is, the more accurate the character's Gear attacks will be.

8. Agility – Gear's speed in making actions (or Attack Turns).

9. EthAmp – Gear's power to amplify its pilot's Ether or Chi Abilities.

10. Get on/off – Allows the character to get on or off of their Gear.

11. Gear Option – Takes you to a screen where special equipment (or optional extras) on the Gear may be checked.

12. Abilities – Takes you to a screen that displays special Ether and Chi Abilities the character can use while piloting their Gear.

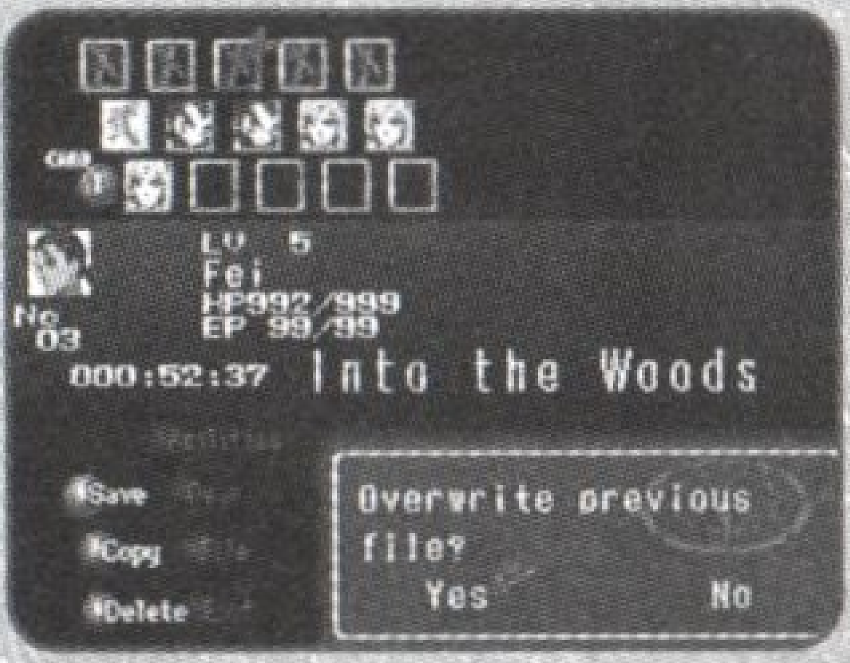
13. Equip – Takes you to a screen where equipped Weapon and Accessories are displayed. On this screen you can equip various Gear Parts by using the same method as for characters. As with their pilot characters, Gears can be equipped with only one Weapon and up to three Accessories (Gear Parts) at a time.

Weapon – Weapon currently equipped by the Gear.

Accessories – Armor and/or Accessories currently equipped by the Gear.

FILE

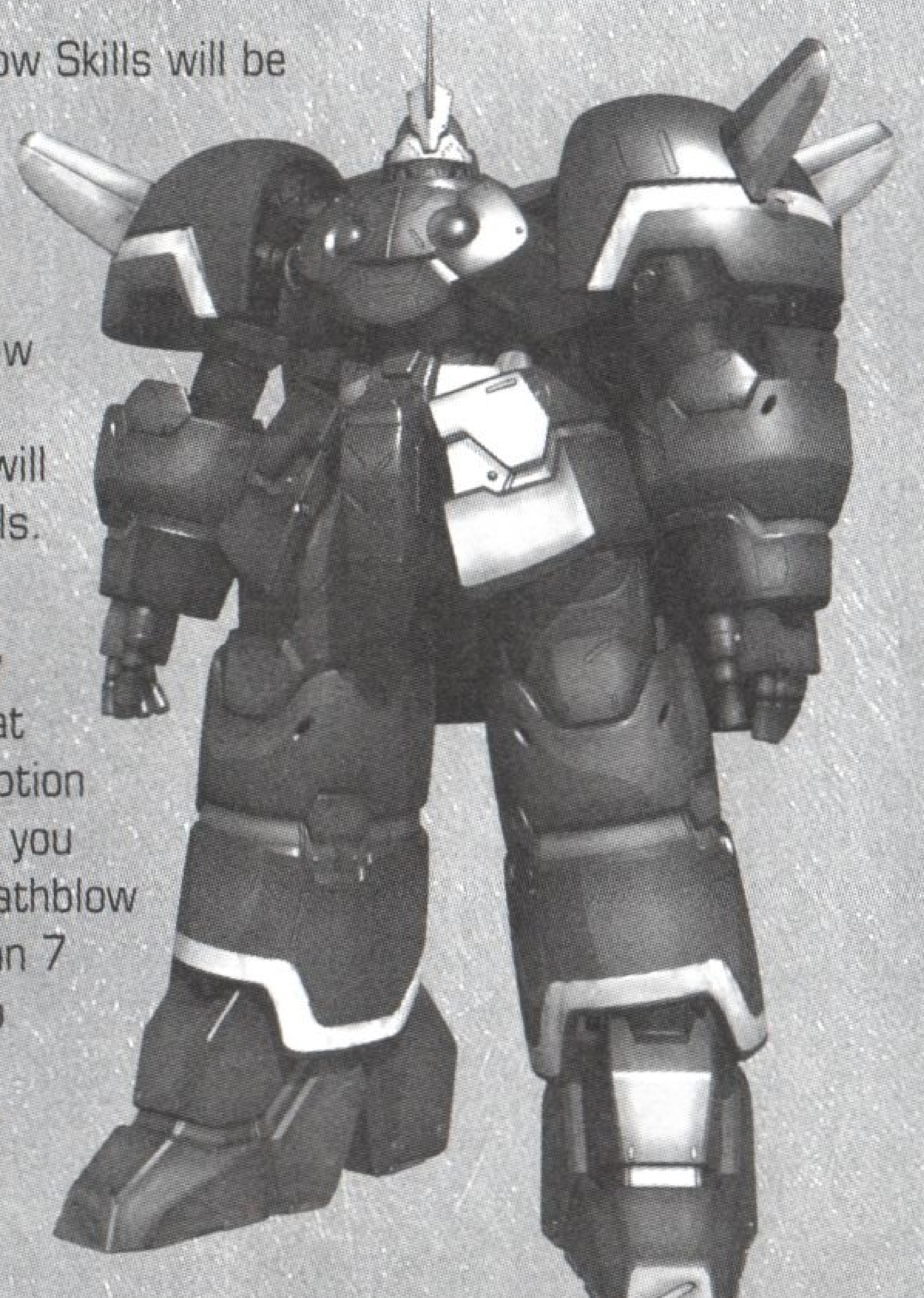
Selecting this option will take you to the File Menu Screen where you can save your current game's data, as well as copy and delete Memory card data as with the Title Screen's File Menu. You can save your game only when you are on the World Map, or by touching a Memory Cube. Memory Cubes can be found in most dungeons and at certain key places. Make sure to save your game whenever you come across a Memory Cube.



Memory Cube

Acquiring Deathblow Skills

Once a character reaches certain levels, Deathblow Skills will be acquired depending upon how many times (and in what combination) each button was pressed during battle. The buttons pressed to carry out Deathblow Skills that have already been acquired will not count towards the learning of new skills. For example, the use of the △ and ✕ buttons to carry out Fei's 'Raijin' Deathblow Skill will not count towards acquiring other Deathblow Skills.



(Note: You can view the list of current Deathblow Skills a character has learned and how close they are to acquiring new Deathblow Skills by looking at the screen displayed when you select the Skills option from a character's Status Screen. Also note that you can chain together Deathblow Skills that use less than 7 Ability Points each into awesome "Combo Attacks". See page 24 for more information.)

GAME FLOW

Xenogears offers you an extensive 3D world to explore. In this world, the main character will meet innumerable people and carry out many adventures. The following explains the general flow of the game.

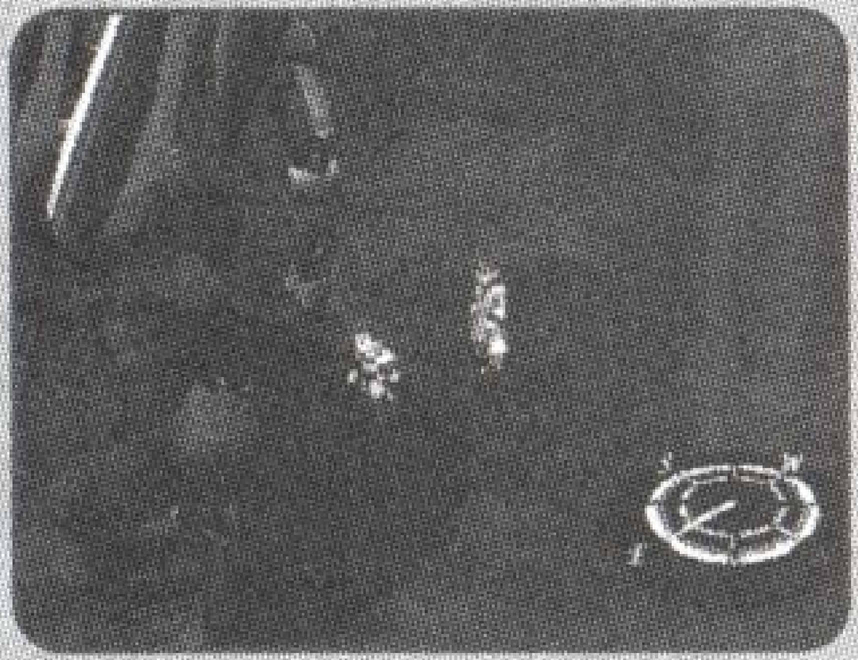
Towns and Villages

In the world of Xenogears, there are many towns ranging from small hamlets to huge metropolises. Information on the locations that you want to visit next can be learned from the townsfolk; new equipment can be purchased at the stores; and you can rest and rejuvenate at the Inns. Towns and villages are the points of transition for your adventure.

World Map

You will travel on the World Map when moving between towns or heading off to explore new dungeons. A map of the entire world will be shown on the lower right corner of the World Map Screen to help locate where you are. You will also encounter and battle enemies while travelling here.

Fields & Dungeons



Fields & Dungeons are locations on the World Map, such as forests and caves, that are not civilized towns or villages. Battles with enemies will occur and you will also have a chance to pick up items and treasure as you explore these areas.

Battles

Battles will occur as you move on the World Map or in Fields and Dungeons. Characters will earn Experience Points by winning battles. When a character's Experience Points have accumulated to a certain level, their Level of Experience will increase. If the entire party loses a battle, your adventure will end and the game will be over.

CHARACTER ACTIONS

Characters can perform various actions in different locations.

Talk

Position the character next to a person and press the ✕ button to talk to people in towns, villages and other locations. Some of these people will give you important information to assist you in your adventure. Make sure to talk to people whenever you enter a new town or village.

Examine

Stand in front of an object and press the ✕ button to examine or search suspicious-looking objects such as signposts, barrels and treasure chests.

Run

Hold down the ○ button and press the Direction buttons to run or dash. This technique allows for faster travel, but cannot be used while travelling on the World Map Screen.

Jump

Press the △ button to jump between edges of cliffs or to climb up to higher areas. When characters jump while they are running, they will perform an even larger jump than normal.

Open Doors

Stand in front of doors and press the ✕ button to open them. Doors will close automatically. Do the same whenever you want to enter or exit from buildings or rooms.

TOWNS & VILLAGES

There are many establishments and institutions in the towns and villages. Utilize them to purchase items, or to gather information from people.

TYPES OF ESTABLISHMENTS

Inns – When you rest at an inn, the HP, EP and Status Effects of each character in the party will be restored. Talk to the employees if you wish to stay. Rates vary depending upon the location.

Weaponry/Accessories Shops – Purchase Weapons, Armor and Accessories to equip the characters or sell any unwanted items you have in stock. To increase your advantage in battles, check to see if the shops offer stronger Weapons or Accessories whenever you visit a new town.

Item Shops – Purchase useful items or sell any unwanted items. Items sold at these shops can restore HP and EP during or after battles and have various effects that you can use to your advantage.

Gear Shops – At these establishments you can purchase Weapons or Parts and have them equipped onto Gears. You can also fill up fuel tanks and tune-up Gears.

Village Consultant's House

There is a Village Consultant's House or House of Advice in Lahan where you can obtain information necessary to advance in the game. When you talk to people in this building, they will explain in detail how to use Memory Cubes, how to acquire Ether Abilities and Deathblow Skills, and how to use commands during battles. Make sure to visit this place when you first start your game.

How to Buy and Sell Weapons, Accessories and other Items

1. **Talk to the shopkeeper** – Face the shopkeeper and press the ⊗ button.

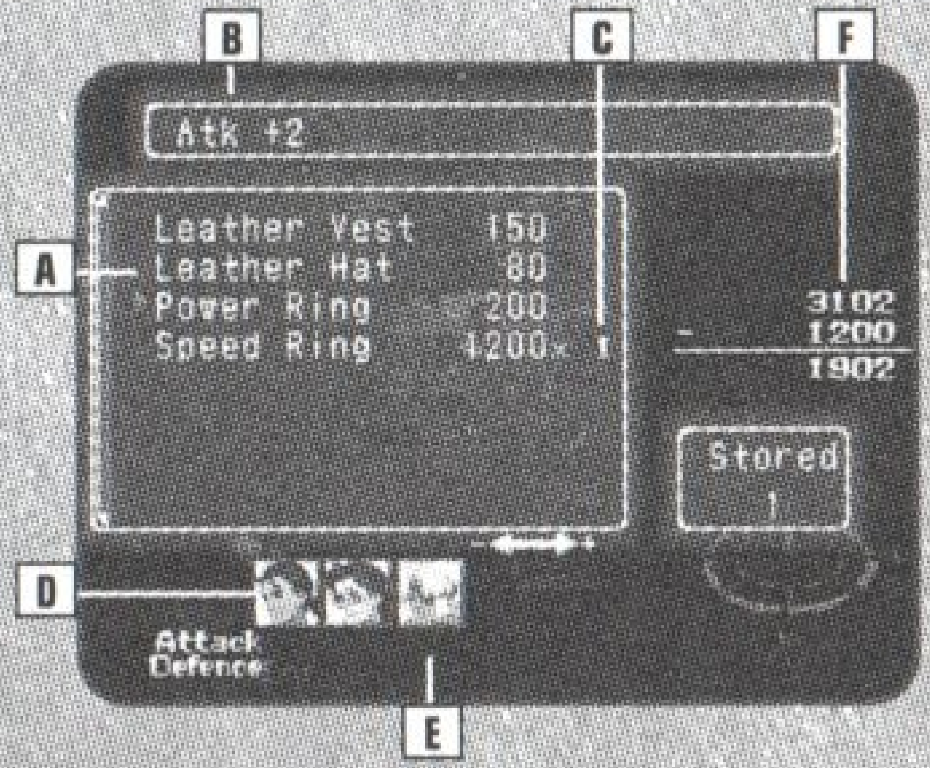
2. **Select Buy/Sell** – Select to buy or sell items.

3. **Select items and quantities** – When buying Weapons, Accessories and other items from a shop, a list of the shop's items for sale will appear. When you want to sell some of your own items, a list of the items will be displayed according to category. In either case,

use the Directional buttons to move the cursor to the items you want to buy or sell. Then press Left or Right to specify the quantities. The results of your trades will be reflected in your "G" (money supply). Press the ✕ button to confirm.

4. **Check the total** – When you finish trading items, the total cost/gain will be displayed. You will be asked to check that this total is okay. If you wish to accept, select **<Yes>** and press the ✕ button. If not, select **<No>** and you will return to the shop's menu to make any changes you want.

The Shop Menu Screen



A. List of Weapons, Accessories and Items that are Available – Numbers to the right are the unit prices of the items.

B. Item's Description – If a Weapon or Accessory has a special effect or function, its description will appear in this window.

C. Quantity of Items – Press Right on the Directional buttons to increase or Left to decrease the number of items being traded.

D. Characters Currently in the Party – When you select Weapons and Accessories that can be equipped on these characters, the color of the borders on these pictures will change. If the statistics of a character increases upon equipping the Weapon or Accessory, the border around the character's image will turn red. Otherwise, it will turn blue.

E. The Change in Attack and Defense Abilities Upon Equipping Weapon or Armor – When either ability improves, a positive number will be displayed in red. When an ability is diminished, a negative number will be displayed in blue. This will serve as a guide to making good purchases. When you purchase Weapons or Accessories, make sure to equip them on the characters.

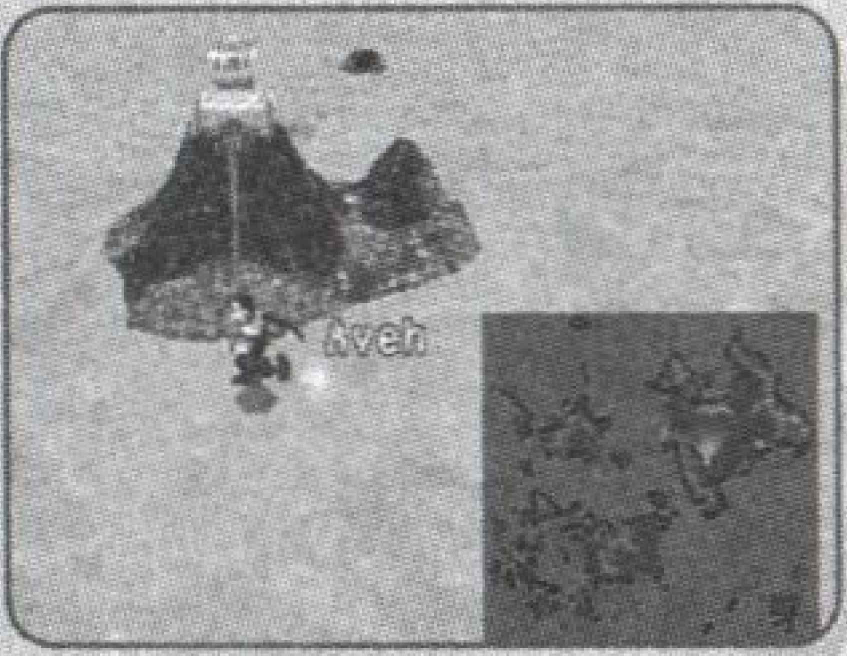
F. Current Monetary Balance – Total price of the items being traded and the resulting balance.

Not all trades are done in shops...

There are some places besides shops where you can buy and sell Weapons, Accessories and/or other items. When you come across people or Gears in odd places, such as within dungeons, talk to them to find out if they have anything to trade.

THE WORLD MAP

You will travel on the World Map to move between towns and dungeons. A mini World Map window will be displayed in the lower-right corner of the World Map Screen which will indicate your location in the world. This mini World Map window can be turned on or off by pressing the SELECT button. Use this as a guide to help you explore every part of the wide and wild world of Xenogears.



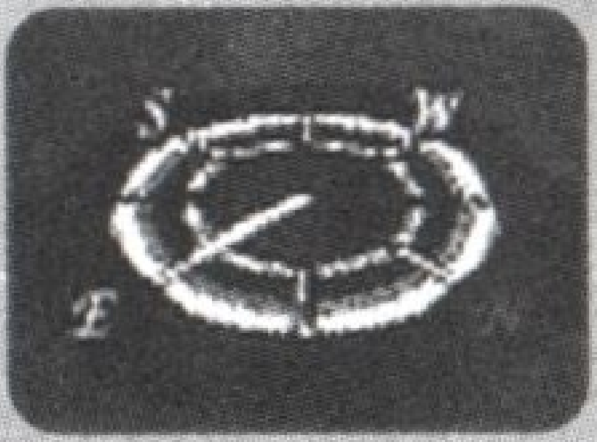
When you discover a new town or dungeon, walk around its perimeter until you find its entrance where the name is displayed.

When the name of a new location is displayed, press the ⊗ button to enter the town, field or dungeon.

FIELDS & DUNGEONS

Compass

When you are in towns, fields and dungeons, a compass will be displayed in the lower-right corner. The compass will show you the direction the character is heading. To maintain a good sense of direction, frequently check the compass' bearings. By using the R1 button and L1 button, you can rotate the direction you view the world from. It helps to play the game from the viewpoint you are most comfortable with, but changing your viewpoint occasionally may enable you to discover things you couldn't see before.



Compass: **N** – North, **W** – West, **S** – South, **E** – East

Press the L1 button to rotate your viewpoint 45 degrees to the left.
Press the R1 button to rotate your viewpoint 45 degrees to the right.

If you become stuck in dungeons

If you come to a deadend or get lost in a dungeon, try to jump or jump while running. You may find an unexpected path.

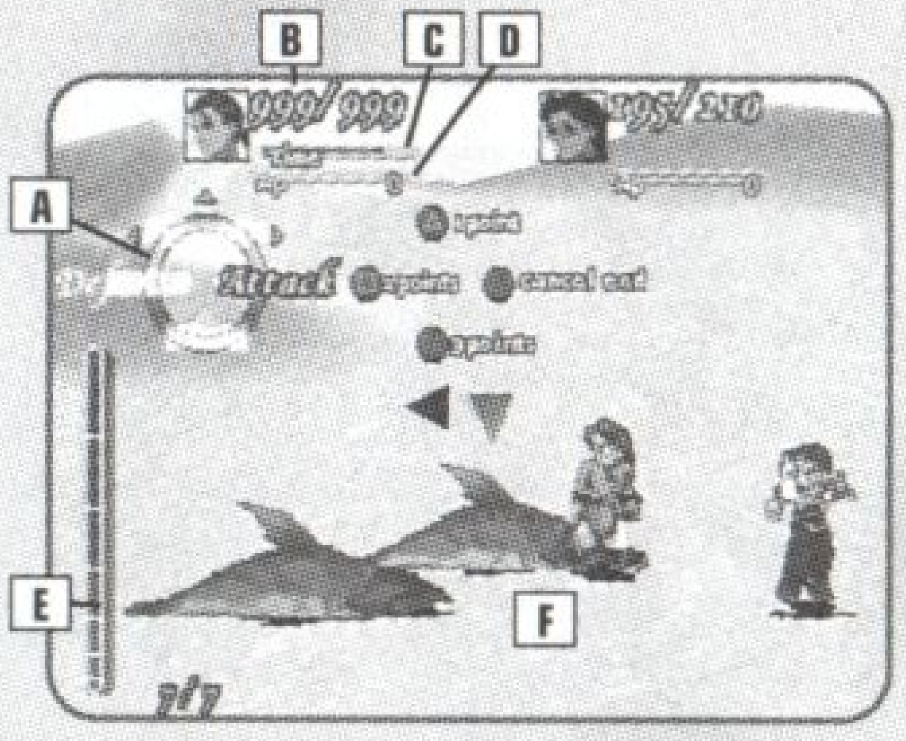
Don't overlook levels that you can jump up to or gaps you can jump over.

Sometimes it pays to jump off a cliff or a high place. You may find some unexpected hidden items or treasures.

Xenogears offers two types of battle systems: Character Battles and Gear Battles. The following pages explain the features of each battle system.

Character Battles

Battle Screen



A. Battle Command Ring – Displays the commands that may be selected during battles. Up to four commands will be displayed at one time, but you can display more battle options by pressing the Directional buttons in any direction twice.

B. Character's HP – Value on the left is the remaining HP. Value on the right is the Maximum HP.

C. AT Time Gauge – Commands can be entered when a character's gauge becomes full (signaling the start of an Attack Turn for that character).

D. AP Gauge – Current AP (Attack Point) counter. When you fill this counter up to certain levels, you will be able to perform Combo Attacks. Attack Points are accumulated when you end the Attack Command midway through an Attack Turn. (Any remaining Action Points for that Attack Turn become the AP stored in this gauge.) AP will not be accumulated by choosing Defense or other commands in the Battle Command Ring.

E. Action Point Gauge – Displays how many Action Points the character has left for the current Attack Turn. Attacks use up Action Points and end when you use up all the Action Points for that turn, or defeat the current enemy. (Think of Action Points as being the number of times a character can attack in one Attack Turn.) You will gain a full set of Action Points at the start of each Attack Turn. If you cancel an Attack in the middle of the Attack Turn, (by pressing the ◉ button) the remaining Action Points for that turn will be stored into the AP Counter Gauge to be used in Combo Attacks. During a character's Attack Turn, two numbers will appear below this gauge. The number on the right is the character's total Action Points and the number on the left is the remaining Action Points for this Attack Turn. The total number of Action Points per turn depends on the character's Level of Experience. The total number of Action Points can be increased to a maximum of 7.

F. Graphical Representation of the Battle – Shows the party's characters and the enemies as they battle each other.

Attack – When you choose the Attack command, a reference to the functions of the buttons on the PlayStation controller will appear in the middle of the screen. The △, □ and ✕ buttons are the three Attack buttons, while the ○ button is the End/Cancel button. Depending on the Attack buttons pressed, the amount of Action Points used and the resulting strengths of the attacks will vary. Select the amount of Action Points, taking into consideration the number of remaining points and the types of enemies you will face. Each character can perform a variety of Deathblow Skills during battle. A guide to the order of the buttons to press to perform the Deathblow Skills will appear at the bottom of the screen when you press the first Attack button. Each attack that hits its mark will damage the enemy and the total damage will be displayed at the top center of the screen. You can cancel or end attacks mid-turn to accumulate AP for Combo attacks by pressing the ○ button.

You can keep attacking until the Action Points run out. To acquire new Deathblow Skills you should continue to try various sequences of the three levels of attacks: Weak, Strong and Fierce.

The selected Attack buttons will be displayed at the bottom of the screen. A guide to perform Deathblow Skills will be shown depending on which Attack buttons you press.

As they mature, characters will learn their own special Deathblow Skills. All of these button sequences conclude with a press of the ✕ button to signify their execution. Ordinarily, after the character executes a Deathblow Skill in any Attack Turn, their turn will be over regardless of the Action Points remaining.

Action Points Consumed by each Attack Button:

△ button	1 Point (Weak Attack)
□ button	2 Points (Strong Attack)
✕ button	3 Points (Fierce Attack)

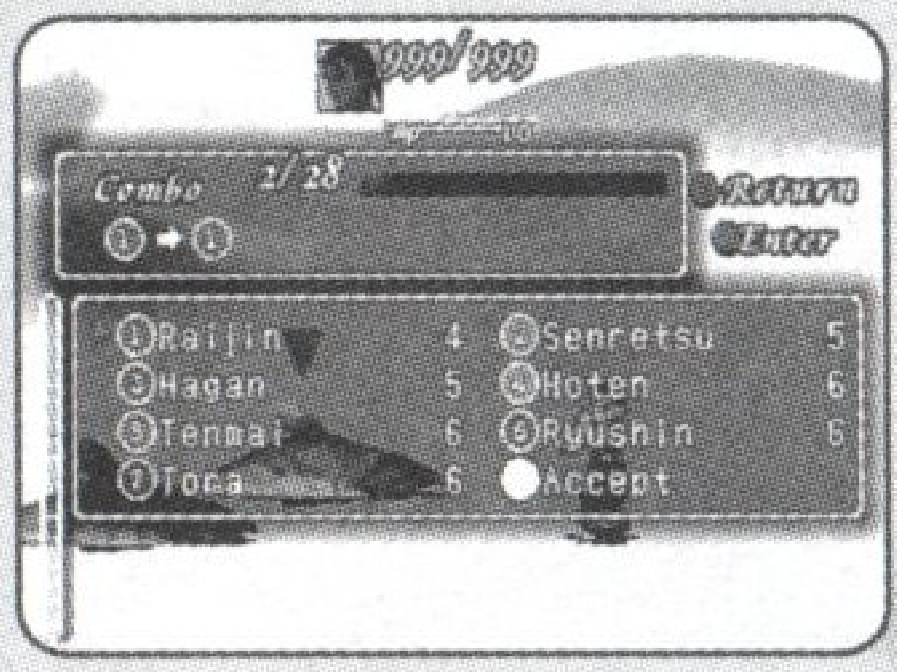
Combo – Usually you can only perform one Deathblow Skill per Attack Turn. But if you use the AP accumulated in the AP counter, you can perform devastating combinations of Deathblow Skills one after another in a single Attack Turn. As long as you have enough AP accumulated, you can perform any number of Deathblow Skills, and in any order. These 'combos', or chains of Deathblow attacks, are particularly useful for defeating the more formidable enemies you may encounter.

An Example Showing Fei having 5 Action Points

Let's try a Combo of Fei's Deathblow Skill – "**Raijin**" – used twice in a row. To use "**Raijin**" just once, Fei needs 4 AP.

First use one Weak Attack and then end the Attack Turn. Repeat this again to accumulate 8 points in Fei's AP gauge.

Choose the Combo Attack command and select "**Raijin**" twice. Fei's remaining AP should now be 0. After you confirm by pressing the ⊗ button at the Accept symbol, select the enemy to perform the Combo attack on. Fei should execute "**Raijin**" twice in rapid succession.



Special Abilities (Arcane, Chi and Ether) – Each character has their special 'magic-like' Abilities that are used to heal or restore allies or attack enemies. (Fei uses 'Chi', Citan uses 'Arcane', while the other characters such as Elly use 'Ether' Abilities – See "What are Abilities?" on page 14.) After choosing the corresponding Special Ability Battle Command (Arcane, Chi or Ether), select the Ether Ability you want to use and whom you want to use it on. When a character uses Ether Abilities, they will consume a set amount of their EP (Ether Points).

Items – The Items command allows you to use items during a battle. The list of items you have in stock will be displayed. (Note that some items cannot be used during battles – these will be displayed in a darker color and cannot be selected.) Select the item you wish to use and whom you wish to use it on.

Call Gear – It takes one Battle Turn to summon the Gear and board it. There are certain places and situations where a character cannot summon their Gear. (You will not be able to use the "Call Gear" command in these cases). Once a Gear is summoned, you cannot get off of it until the battle ends.

When you encounter enemies who are Gears or are of comparable size, summon the Gears as soon as you can. You may be killed in an instant by trying to fight giant beasts or Gears when you are not in a Gear.

Each character can decide to get on and off their Gear separately.

Defense – This command allows you to concentrate on defending yourself until the next turn. This will enable you to halve the damage you receive from enemies in that turn.

Escape – This Battle Command option allows the current character to attempt to flee from battle. If one character succeeds in escaping, the entire party will escape. Note that Experience Points will not be earned when you run away from the enemy. Also be warned that escaping does not always succeed. There are certain situations that you cannot escape from.

STATUS EFFECTS

Sometimes the party's mental and physical status may become affected upon enduring special enemy attacks. Some Status Effects can only be removed by using certain items or restored by staying at Inns, while others naturally wear off during or after battles. Here is a list of some of the more frequent Status Effects:

Status Effects that occur while Fighting as Characters:

Physical:
Stop – Character's Time Gauge stops and they will not be able to make their next turn.
Slow – Time to fill the AT Time Gauge is increased.
Poison – Character loses HP after every action or turn.
DUR Down – Character's durability or constitution (HP) decreases.
Similarly: ACC (Accuracy or HIT%) Down, Atk Down, Def Down, STR Down.

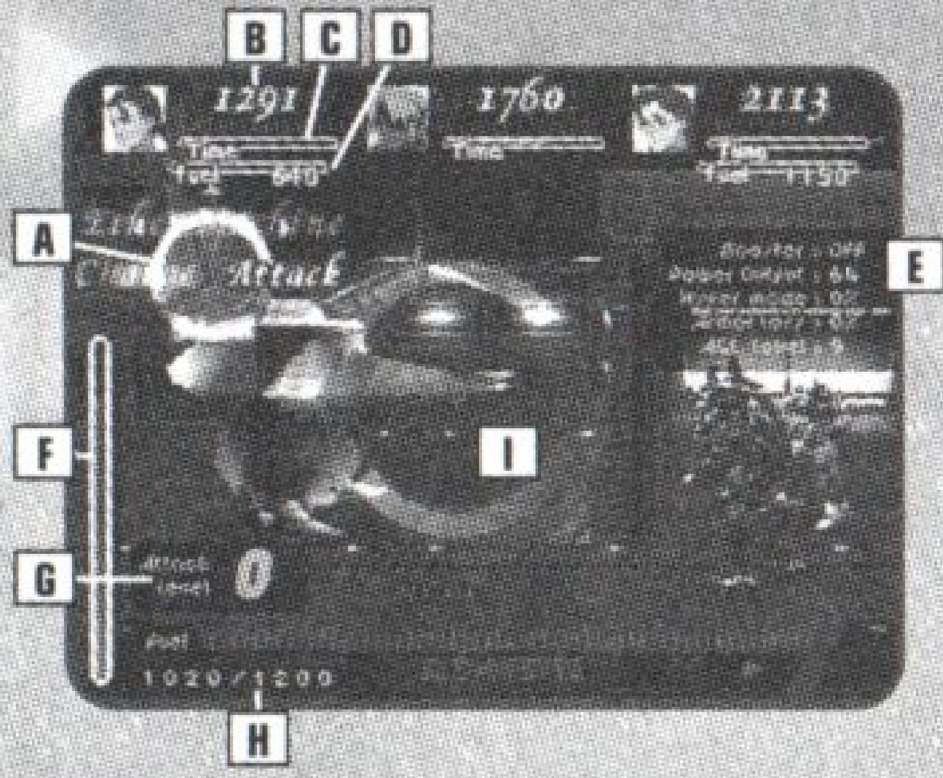
Mental:
Confusion – Character becomes confused and uncontrollable.
Forget – Unable to use Ether and Chi Abilities.
Sleep – Character falls into slumber and is unable to respond until awakened.
Similarly: Ether Effect Down.

Status Effects that occur while fighting in Gears:

Armor Damage – Cracks the Gear's Armor, decreasing defense against physical damage.
Stop – Gear's engine (and AT Time Gauge) stops and the Gear will not be able to make its next turn.
Slow – Gear's engine slows down, causing less frequent AT turns.
Power Loss – Gear's attack strength decreases.
Fuel Leak – Causes the Gear to lose fuel each turn.
Camera Damaged – Cameras used for viewing out of the Gear are affected, diminishing Accuracy (HIT%) and Avoidance (Evade%) capacities.
E Machine out of control – 'Ether Amplifier Device' malfunctions, decreasing EP each turn.
E Machine Shutdown – 'Ether Amplifier Device' has stopped, leaving the character unable to use Special Abilities such as Ether, Arcane and Chi attacks.
Pilot Confused – Affected Gear's pilot character becomes confused and acts uncontrollably.

Gear Battles

Gear Battle Screen



A. Battle Command Ring – Displays the commands that may be used during the battle. As in Character Battles, another set of command options may be viewed by pressing the Directional buttons in any direction twice.

B. Gear HP – Remaining HP.

C. AT Time Gauge – Battle Commands can be entered when a Gear's gauge becomes full indicating the start of a new Attack Turn.

D. Fuel Gauge – Current fuel level for each Gear. Fuel is consumed for each Attack action performed during Gear Battles. When a Gear's fuel level reaches 0, you will not be able to attack. If this happens, use the "Charge" command to restore small amounts of fuel. You can only refuel the Gear at certain locations in the game, so conserve fuel as much as possible.

E. Status Window – Displays the Gear's status.

F. Fuel Gauge – Enlarged view of the Gear's fuel gauge showing the amount of remaining fuel.

G. Attack Level – Indicates the current Attack Level of the selected Gear. The Gear's attack level accumulates each time an Attack Command is performed. When it reaches a certain attack level, powerful Gear attacks may be performed.

H. Current Fuel – Numerical description of the amount of fuel in the selected Gear. The number on the right is the maximum number of fuel units, while the number on the left is the current number of fuel units remaining.

I. Graphical Representation of the Gear Battle – Portrays the party's Gears and the enemies as they battle each other.

Attack – When you choose the Attack command, a reference to the buttons on the PlayStation controller appears in the center of the screen. The △, □ and ✕ buttons are the three Attack buttons, while the ○ button is the End/Cancel button. Depending on the Attack buttons pressed, the amount of fuel used and the inflicting damage of the attacks will vary. Pay close attention to the amount of remaining fuel and select attacks wisely.

You accumulate one Attack Level each time you attack the enemy. If you use an attack that is less than or equal to the current Attack Level displayed, an additional Deathblow Attack will become available.

Once an additional Deathblow Attack is used, the Attack Level will return to 0. To raise the Attack Level, make sure that you end an attack without performing any additional Deathblow Attacks.

A guide as to which buttons to use in order to perform the Gear's additional Deathblow Attacks will be displayed at the bottom of the screen. The Deathblow Attacks available for each Gear roughly correspond to the Deathblow Skills that the character piloting the Gear has. For example, if Fei knows the "Raijin" Deathblow Skill, his Gear can use the additional "Raigeki" Deathblow Attack at the appropriate level.

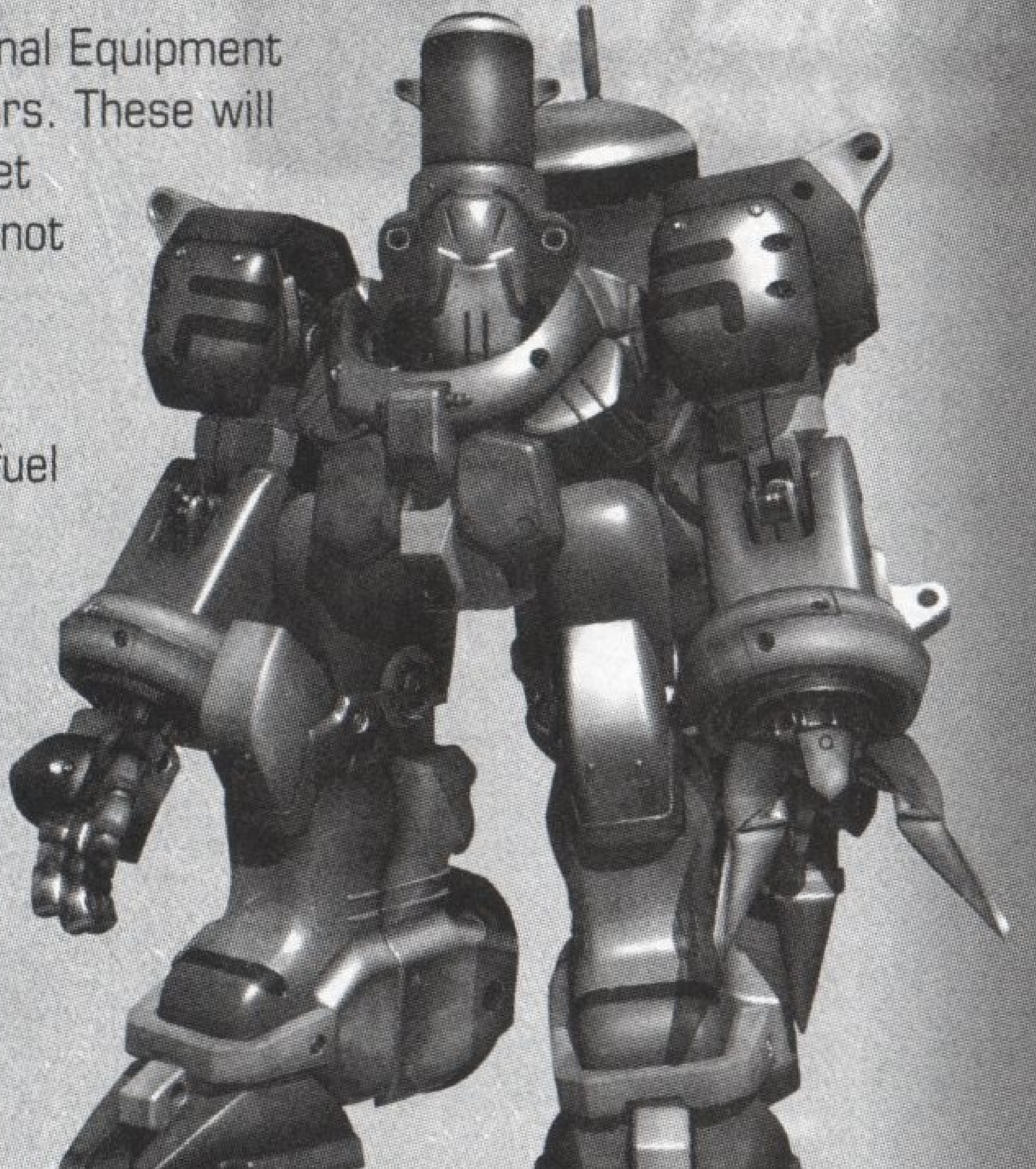
Fuel Consumption According to Attack Button:

△ button	10 units (Weak Attack)
□ button	20 units (Strong Attack)
✕ button	30 units (Fierce Attack)

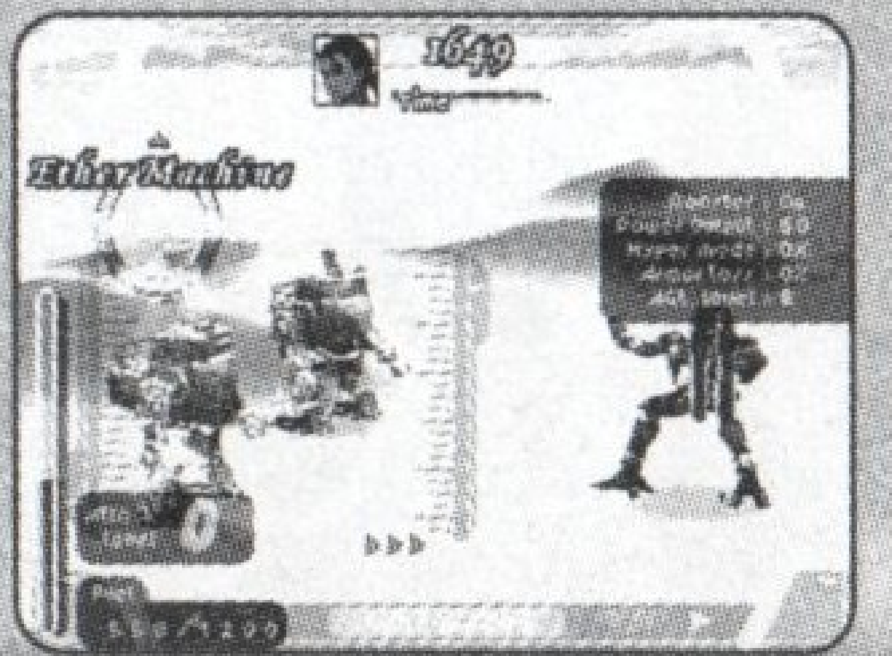
Ether Machine – Each Gear is equipped with an "Ether Amplifier Device" or "Ether Machine" which converts the Ether, Chi and Arcane Abilities of the character piloting it into larger "Gear-sized" Ether Abilities. Choosing the "Ether Machine" battle command will allow these abilities to be used during battle. The Ether Abilities that a Gear can use roughly correspond to the Special Abilities of its pilot. As with Character Battles, you will expend a set amount of EP (Ether Points) according to the Ability used.

Charge – By defending for a turn, you can "recharge" or restore a small amount of fuel. If a Gear runs out of fuel, it will not be able to perform any attacks until you "recharge" or refuel it.

Special Options – You are allowed to use special "Optional Equipment and Weapons" that have been pre-equipped on the Gears. These will become available when certain conditions have been met and their functions will vary from Gear to Gear. EP will not be consumed.



Booster – It takes one Attack Turn to switch a Gear's booster on or off. When a Gear's booster is on, more fuel will be consumed, but the Gear's speed will increase, allowing that Gear to reach the next Attack Turn quicker. Whether the booster is currently on or off will be shown in the Gear's Status Window during its Attack Turn.



(Note: all lists on the next few pages are samples - you may find additional items as you play.)

Deathblow Skills

Deathblow Skills vary depending on the sequence of buttons you press.

Fei
Raijin
Senretsu
Hagan
Hoten
Tenbu
Ryujin
Koho

Elly
Screamer
Cyclone Kick
Breakthrough
Double Shock
Sky Attack
Bright Spark
Sting Kick

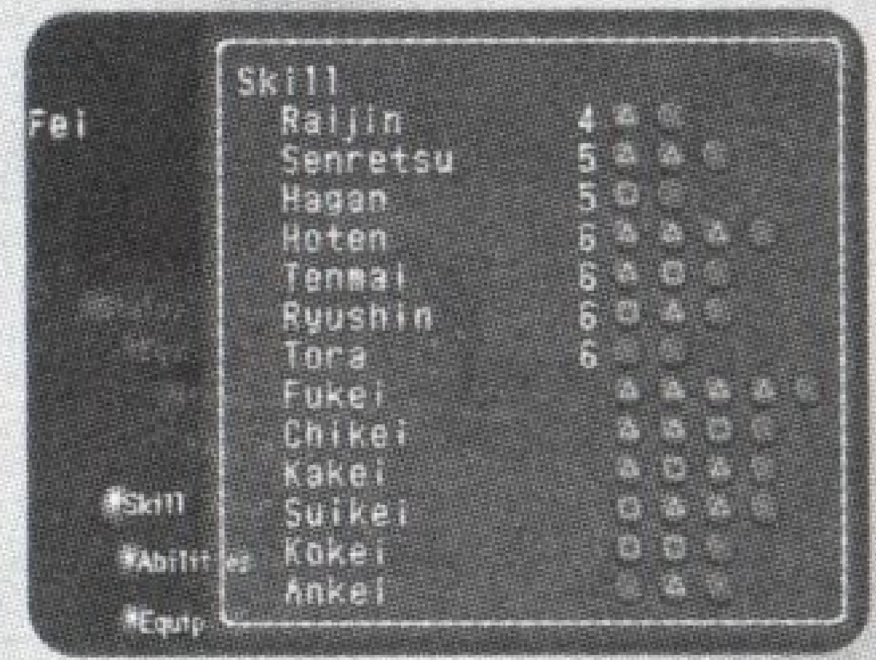
Citan
Ukigumo
Mufu
Jinrai
Shinrai
Renken
Hakai
Ougi

Citan with Sword
Amaoto
Engetsu
Amagumo
Himatsu
Yako
Zanretsu
Myogetsu

Bart
Head Hunter
Twin Sonic
Rhythm Shock
Dynamic
Astral
Bracer
Justice

Billy
Adam's Apple
Gunholic
Hell Blast
Nut Crack
Sky Walker
Devil Blast
Banfrau

Rico
Rico Rocket
Death Drive
Banderas
Dragon Fist
Fire Bomb
Pile Crusher
Spin Strike



Weapons

Rods – (Elly) While their attack strengths are not all that strong, some rods add supplemental effects like 'Sleep' to Elly's attacks.

Name:	Damage:
Magical Rod	8
Arcane Rod	16
Hot Rod	24
Lunar Rod	40 (+Sleep Effect)

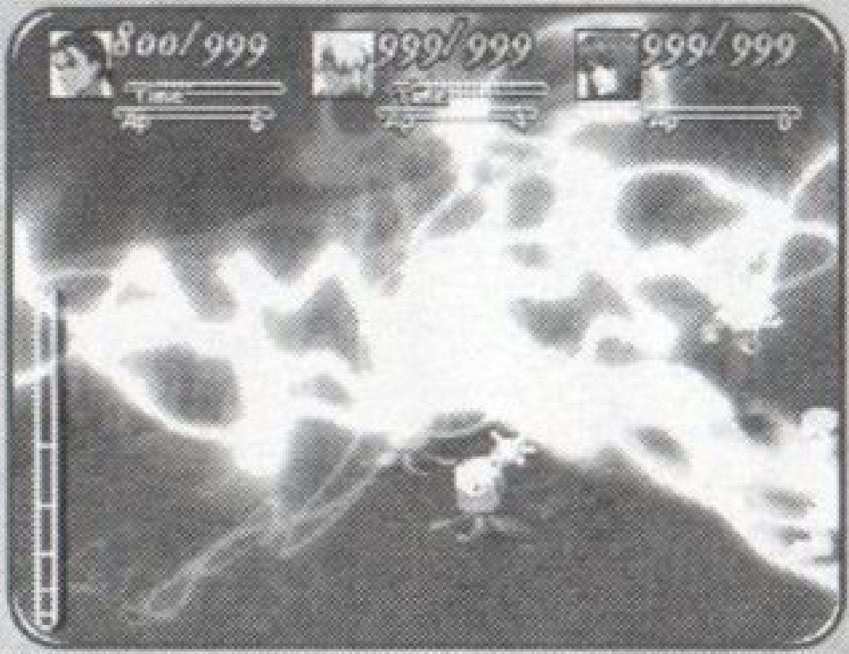
Whips – (Bart) These can be used to lash at and crush enemies. Some whips also add supplemental effects to Bart's attacks.

Name:	Damage:
Leather Whip	8
Iron Whip	16
WhippaSnappa	24
Cobra Cracka	40 (+Poison Effect)

Special (Ether & Chi) Abilities

Offensive Abilities:

Name	Who is Affected	Effect
Guided Shot	single enemy	No attribute
Radiance	single enemy	No attribute
Big Bang	all enemies	No attribute
Anemo Bolt	single enemy	Wind-elemental
Terra Lance	single enemy	Earth-elemental
Thermo Cube	single enemy	Fire-elemental
Aqua Ice	single enemy	Water-elemental
Anemo Burn	several enemies	Wind-elemental
Terra Storm	several enemies	Earth-elemental
ThermoDragon	several enemies	Fire-elemental
Aqua Mist	several enemies	Water-elemental
Anemo Wave	all enemies	Wind-elemental
Terra Ghost	all enemies	Earth-elemental
Thermo Largo	all enemies	Fire-elemental
Aqua Lord	all enemies	Water-elemental
Heaven Cent	single enemy	Attacks with Ether coin
Steel Mettle	single enemy	Spirited rapid-fire shots



Restorative Abilities:

Name	Who is Affected	Effect
Inner Healing	single ally	Restores HP
Sazanami	single ally	Restores HP
Ryokusho	single ally	Removes physical status effects
Reisho	single ally	Removes mental status effects
Purity Light	single ally	Restores all status effects
Healing Light	single ally	Restores HP
Holy Light	all allies	Restores HP
Goddess Wake	single ally	Restores incapacitated status

Special Effect Attack Abilities:

Name	Who is Affected	Effect
Wild Smile	single enemy	Blinds an enemy
White Lure	single enemy	Attracts an enemy to aim at caster
Wind Mode	single ally	Adds wind-elemental to attacks
Earth Mode	single ally	Adds earth-elemental to attacks
Fire Mode	single ally	Adds fire-elemental to attacks
Water Mode	single ally	Adds water-elemental to attacks

Status Affecting Abilities:

Name	Who is Affected	Effect
Renki	self	Makes the ability you cast in your next turn effect all allies/enemies
Iron Valor	self	Increases your strength
CounterForce	self	Enables counterattack ability
Yang Power	self	Increases your defense ability but lowers your attack strength
Yin Power	self	Increases your attack strength but lowers your defense ability
Koga	single ally	Increases ally's defense ability but lowers their attack strength
Yamiga	single ally	Increases ally's attack strength but lowers their defense ability
Senkei	single ally	Improves speed/agility
Red Cologne	self	Increases your strength
Blue Cologne	self	Improves Accuracy and Avoidance
White Cologne	self	Enables counterattack ability
Goddess Call	single ally	Increases ally's speed/agility
Goddess Eyes	single ally	Improves physical defense
Steel Fist	self	Increases your strength
Steel Body	self	Improves your physical defense
Steel Spirit	self	Improves your Ether defense

Defensive Abilities:

Name	Who is Affected	Effect
Fuuseii	single ally	Increases resistance to Wind
Chiseii	single ally	Increases resistance to Earth
Kaseii	single ally	Increases resistance to Fire
Suiseii	single ally	Increases resistance to Water
Wind Shield	single ally	Total protection against Earth
Earth Shield	single ally	Total protection against Wind
Fire Shield	single ally	Total protection against Water
Water Shield	single ally	Total protection against Fire

Armor and Accessories

You can equip up to 3 of the following on the characters.

Clothing:

Name	Defense Value
Martial Wear	2
Fencing Wear	4
Leather Vest	10
Metal Vest	18

Headgear:

Name	Defense Value
Martial Cap	1
Fencing Cap	2
Leather Hat	6
Metal Helmet	10

Accessories:

Name	Effect when worn
Power Ring	Increases strength
Stamina Ring	Increases Def (HP)
Glasses	Increases accuracy (HIT%)
Step Shoes	Increases avoidance

Gear Parts

Items and extra parts that repair and upgrade the Gears.

Name	Effect
Extra Ar	Gear's armor defense+2
Silver Ar	Armor defense +10, halves gel damage
Beam Coat	Reduces damage from beams by 50%
Old Circuit	Increases Responsiveness and Shields
A Circuit	Increases speed/agility in barren land
A/C	Increases speed/agility in desert areas
Jammer	Reduces damage from beams by 25%
Power Magic	Improves Ether Amplifier Machine
Frame HP10	Restores Frame HP by 10%
GNRS20	Increases Engine Output by 20%

Items

Items you can purchase in shops. They are mostly for restoration, but there are other types as well.

Name	Who is Affected	Effect
Aquasol	single ally	Restores 50 HP
Alphasol	single ally	Restores all HP
Rosesol	single ally	Restores 10 EP
Sigmasol	single ally	Restores all EP
Zetasol	single ally	Recovers from incapacitation
Physisol	single ally	Removes physical status effects
Mentsol	single ally	Removes mental status effects
Hob-jerky	single ally	Restores HP by 50
Hard Star	single ally	Reduces physical damage by half
Speed Star	single ally	Increases speed during battles

LIST OF ABBREVIATIONS USED IN THE MENUS AND DURING BATTLES:

PHY	physical
MNT	mental
EQP	equipment /equip
STR	strength
DUR	durability
ACC	accuracy or HIT%
EV	evade/Evade%
QUI	quickness/agility
REF	reflex/response
PWR	power
Def	Defense
Atk	Attack
Weap	weapon
vs	versus/against
UP	raise
DOWN	lower
conf	confuse/confusion
elem	elemental (i.e. Earth/Wind/Fire/Water)
ar	armor
circ	circuit
V	veil
Wnd	Wind (Anemo)
Ert	Earth (Terra)
Fir	Fire (Pyro)
Wtr	Water (Hydro/Aqua)
Eth	Ether
Mag	magic
Grd	guard
EthDef	Defense against Ether
Slf	self/yourself
Aly	Ally/Allies (including self)
Enm	enemy
Sgl	single
Ara	area

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